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THE ULTIMATE NINTENDO 64 MAGAZINE FOR THE EXTREME GAMER

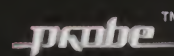
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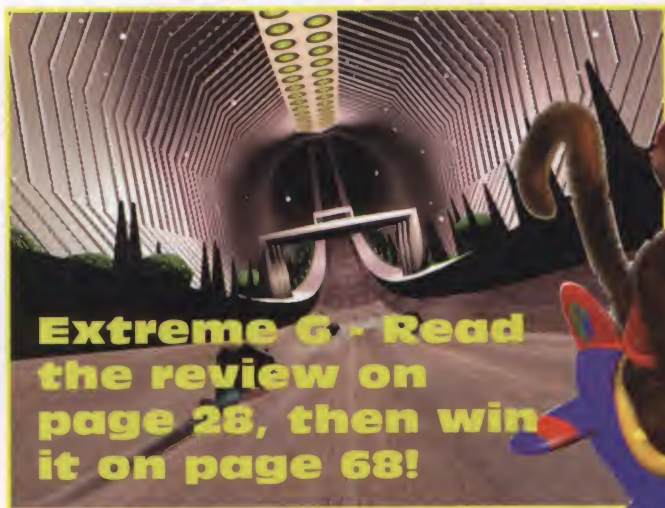


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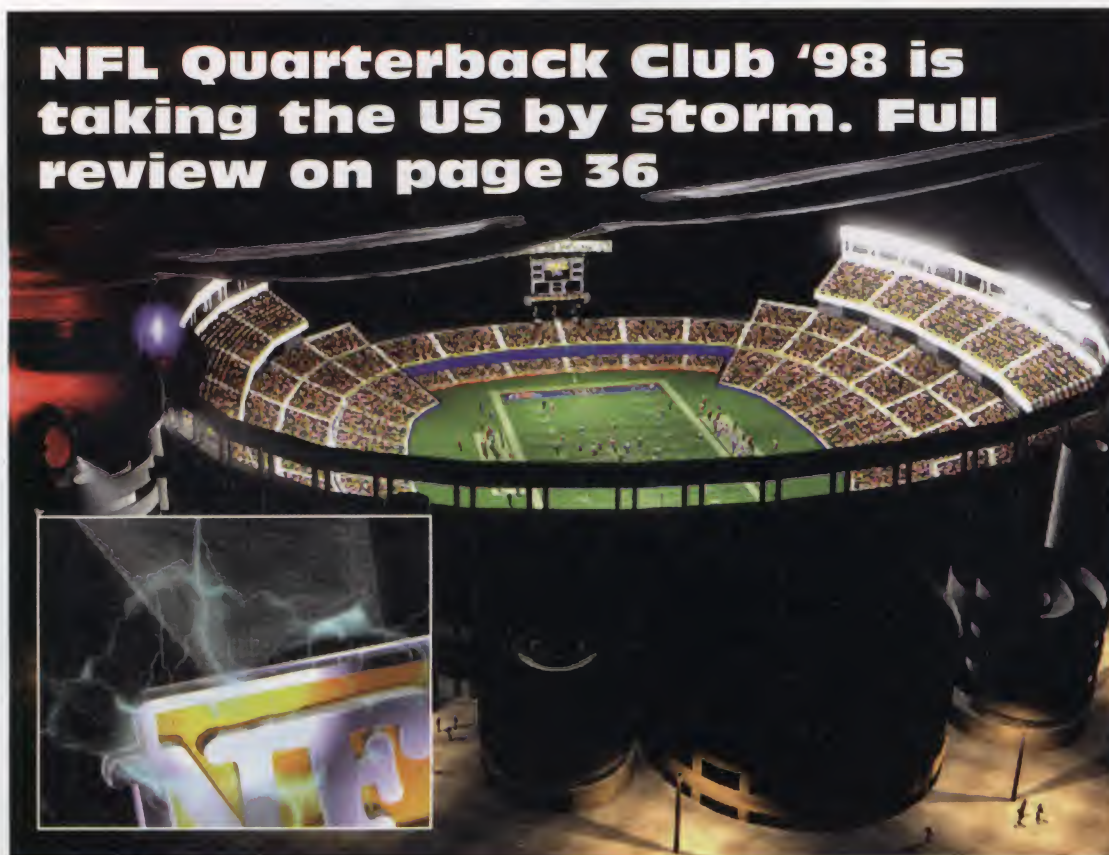


Extreme G - Read the review on page 26, then win it on page 68!

Diddy Kong Racing - is it a Mario Kart beater? Check out our five-page review starting on page 22

DIDDY KONG RACING

NFL Quarterback Club '98 is taking the US by storm. Full review on page 36



Festive greetings to you all and welcome to the Christmas issue of 64 extreme.

Hopefully you were pleasantly surprised to find your free GoldenEye guide mounted on the cover of this issue.

GoldenEye is as challenging as it is brilliant, so I'm sure many of you will be grateful for the help.

The single hardest thing about putting this issue together has been tearing ourselves away from some of the games we've had in this month! And with 14 review games in this issue, there have been a few cases of Nintendo thumb (an actual recognised medical condition, by the way) in the office. The one that seems to have hooked everybody is *Diddy Kong Racing* which is just so darn playable.

One piece of news that wound me up this month was the final confirmation that Eidos would not be producing a Tomb Raider/Lara Croft game for the N64. Sony have bought the exclusive rights to the game for the foreseeable future.

Apparently Eidos do plan to produce games for N64 soon, but the question is, do we want them? I personally would like to see Nintendo get tough with them and refuse permission to publish any game for the N64. If they are not willing to bring their best license to the N64 why should we settle for the stuff Sony didn't want to pay for?

I hope you all approve of the many changes that have been made to 64 extreme in this issue. For a start, we have increased the number of pages from 84 to 100 and with the growing number of N64 games for us to cover, we hope to make a further increase in the near future. The design and layout of the majority of the mag has been changed (we think) for the better. Some sections have been changed altogether. Tell us what you think of our new look. We did it for your benefit, after all.

May I take this opportunity to sincerely wish all of our readers, both new and old, a very merry Christmas and a happy new year.

Peace

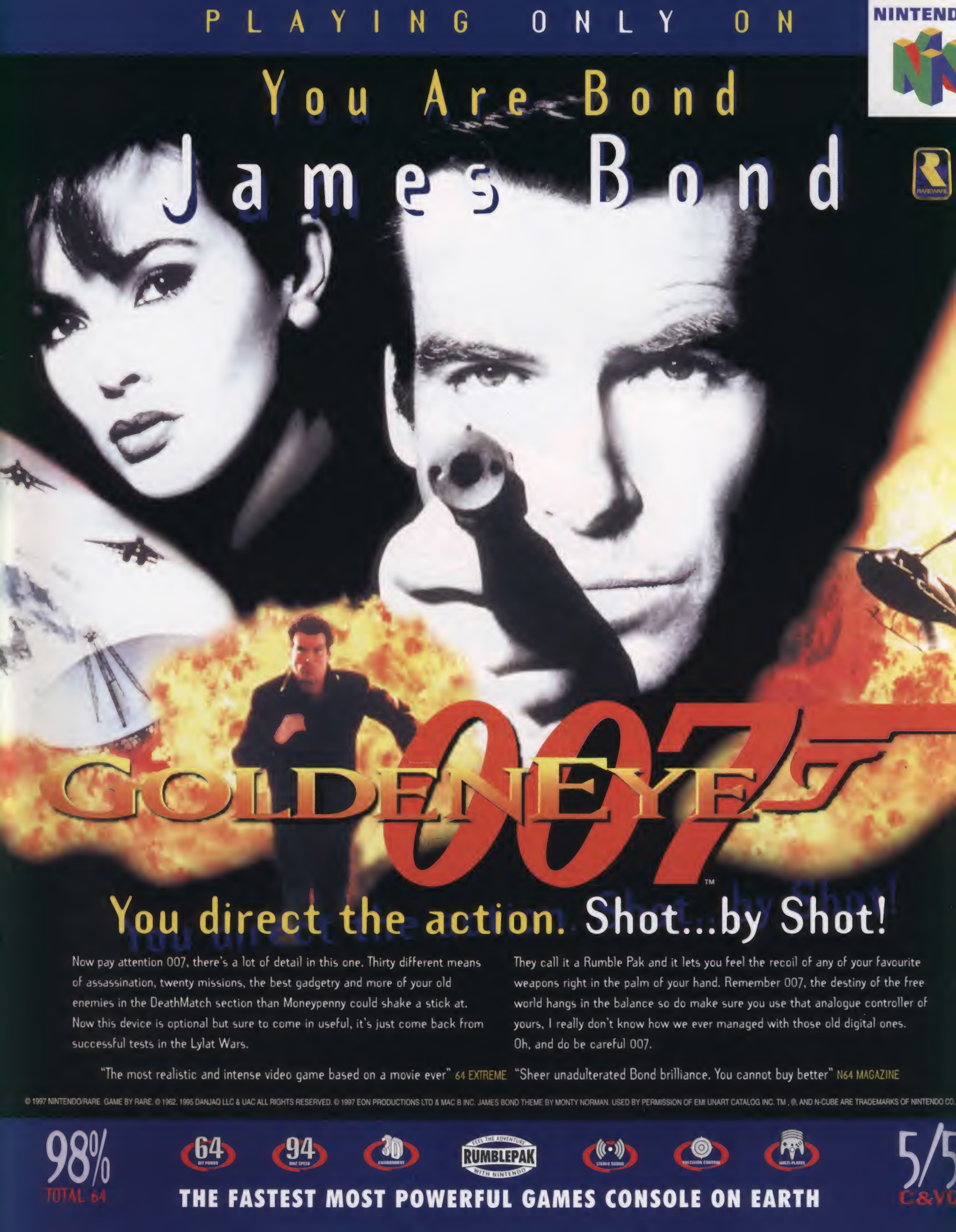
Pete

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Now pay attention 007, there's a lot of detail in this one. Thirty different means of assassination, twenty missions, the best gadgetry and more of your old enemies in the DeathMatch section than Moneypenny could shake a stick at. Now this device is optional but sure to come in useful, it's just come back from successful tests in the Lylat Wars.

They call it a Rumble Pak and it lets you feel the recoil of any of your favourite weapons right in the palm of your hand. Remember 007, the destiny of the free world hangs in the balance so do make sure you use that analogue controller of yours, I really don't know how we ever managed with those old digital ones. Oh, and do be careful 007.

"The most realistic and intense video game based on a movie ever" 64 EXTREME "Sheer unadulterated Bond brilliance. You cannot buy better" N64 MAGAZINE

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Hey, read this month's issue first. You never know - you might enjoy it.



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REVIEW GUIDE

OVERALL SCORE - 0-50%

Dire beyond words, do not buy this game under any circumstances.

OVERALL SCORE - 51-70%

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

OVERALL SCORE - 71-80%

Pretty good but room for improvement. Try before you buy.

OVERALL SCORE - 81-90%

This is a good game that we would recommend

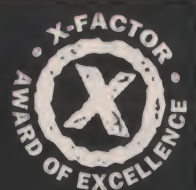
you check out. Falls just shy of greatness.

OVERALL SCORE - 91-100%

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

THE X-FACTOR

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.





STOP PRESS

N64 PRICES SLASHED

Nintendo reduce price of console and carts

In a shock move, THE Games have slashed the price of a Nintendo 64 console to a mere £99.99, making it cheaper than the PlayStation and on a par with the Saturn. The move wrong-footed Sony completely, forcing them to package an extra controller and a memory card with the PSX, but holding the price at £130.

Completing an amazing double whammy, Nintendo also cut their cart production fees by 20-25%. The company have the sole rights to manufacture N64 cartridges, so the move should encourage third party developers and cut prices in the shops.

The surprise move affects Nintendo releases as well as third party games. This should bring the price of a game crashing to £45-55 depending on the cart's memory size, with some as low as £40. This should take effect before the Christmas releases hit the shelves.

The surprise move seems to be yielding results. After only one

week at the new low price, the N64 had increased its market share to 38% of console sales, and software sales by volume rocketed by 69%.

'A variety of factors have played a part in our decision,' said a Nintendo of America Spokesperson, 'ranging from lower cost of memory chips to competitive issues'.

Don't expect prices to fall as much as the production costs, though. The overall cost of putting out a game includes programming and marketing costs as well as manufacture. ■



TOMB RAIDER LOST

Lara Croft won't make an N64 appearance after all

Tomb Raider, one of the most eagerly-awaited games this year, will not now be converted to the N64. Publishers EIDOS have signed an exclusive deal with Sony, giving them exclusive console rights to the game and any future game starring Lara Croft, which can now only be published on the PlayStation.

Eidos seemed reluctant to comment on the matter, but their new chief operating officer (whatever that is) told industry publication Computer Trade Weekly, 'We want our greatest franchise to reach the greatest number of consumers and the PlayStation satisfies this demand'. Quite how making exclusive deals limiting the game to only one platform helps it reach the 'greatest number of consumers' isn't stated.

Nintendo's UK distributors THE Games said they were unaware of any moves to withdraw Eidos' license to produce for the N64, and that this would ultimately be a matter for Nintendo of Japan.

With N64 clearly the best console on the market, especially at 3D games like Tomb Raider, and sales gaining momentum following the price cuts, Eidos may yet live to regret this decision. ■



Mortal Kombat Mythologies to hit the N64



some pixel-perfect platform leaps and sole engaging puzzles.

We've yet to see the N64 version of the game, but the

forthcoming PlayStation edition (from which these shots are taken) is fun but ridiculously hard. An incredible sense of timing is required to accomplish the jumps, and near-impossible leaps are often placed one after another - miss one of them and you must start the series again. If the difficulty level is made more realistic, though, this one could be a real winner. Look out too for Mortal Kombat 4, the first MK 3D game. No release date has been set, but the middle of 1998 seems likely. ■



OUT IN THE KOLD...

Midway's latest Mortal Kombat game, Mortal Kombat Mythologies: Sub Zero, is set for a December release in the USA, and not November as originally planned. The game looks set to be the first in a series of



Mythologies titles, each of which explore episodes in their characters' lives only hinted at in earlier releases.

MKM: Sub Zero is an arcade adventure/beat-'em-up hybrid set against a sideways-scrolling 2D environment. Our chilly hero fights his way through hoards

of thugs and villains, including a suspiciously-large number of Baraka clones. The usual Mortal Kombat fighting moves are there, including Sub-Zero's special abilities, which are collected at certain points on your journey and require magical energy to execute. As well as the inevitable fighting, Zero must also negotiate

N64 RELEASE DATES



UK RELEASE DATES

NOVEMBER

TBA - NFL Quarterback Club '98 (Acclaim)
07/11/97 - Clay Fighter 63 1/3 (Acclaim/Interplay)
07/11/97 - GoldenEye 007 (Nintendo)
14/11/97 - Bomberman 64 (Nintendo/Hudson)
21/11/97 - Top Gear Rally (Kemco)
24/11/97 - WCW vs. NWO: World Tour (THQ)
28/11/97 - Automobili Lamborghini (Titus)
28/11/97 - Duke Nukem 64 (GT Interactive)

DECEMBER

TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - San Francisco Rush (GT Interactive/Midway)
TBA - War Gods (GT Interactive/Midway)
01/12/97 - Diddy Kong Racing (Nintendo/Rare)
12/12/97 - Mischief Makers (Nintendo)

4TH QUARTER 1997

TBA - Blade & Barrel (GT Interactive)
TBA - Quake 64 (GT Interactive/Midway)
TBA - Rev Limit (Nintendo/Seta)
TBA - Robotron 64 (GT Interactive/Midway)

1ST QUARTER 1998

TBA - G.A.S.P. (Konami)
TBA - MK Mythologies: Sub Zero (GT Interactive/Midway)

JANUARY 1998

TBA - Robotech: Crystal Dreams (Gametek)

FEBRUARY 1998

TBA - Chameleon Twist (Japan Supply System)
TBA - Dual Heroes (Hudson)
TBA - Nagano Winter Olympics '98 (Konami)
TBA - NBA In The Zone '98 (Konami)

MARCH 1998

TBA - Castlevania 64 (Konami)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble (Ubi Soft)
TBA - Twisted Edge Snowboarding (Kemco)

MAY 1998

TBA - Wayne Gretzky's 3D Hockey 1998 (Midway)

2ND QUARTER 1998

TBA - Banjo-Kazooie (Nintendo/Rare)

TBA - Conker's Quest (Rare)
TBA - F-Zero X (Nintendo)
TBA - Mission: Impossible (Ocean)
TBA - The Legend of Zelda: The Ocarina of Time (Nintendo)
TBA - Yoshi's Story (Nintendo)



US RELEASE DATES

NOVEMBER

07/11/97 - San Francisco Rush (Midway)
14/11/97 - Duke Nukem 64 (GT Interactive)
17/11/97 - AeroFighters Assault (Vic Tokai/Video System)
20/11/97 - Wheel of Fortune (Take 2/Gametek)
22/11/97 - Automobili Lamborghini (Titus)
24/11/97 - Diddy Kong Racing (Nintendo/Rare)
25/11/97 - WCW vs. NWO: World Tour (THQ)

DECEMBER

TBA - Fighter's Destiny (Ocean)
01/12/97 - Bomberman 64 (Nintendo/Hudson)
03/12/97 - Chameleon Twist (Electro Source/Sunsoft)
09/12/97 - MK Mythologies: Sub-Zero (Midway)
09/12/97 - Wayne Gretzky's 3D Hockey '98 (Midway)

4TH QUARTER 1997

TBA - Jeopardy! (Take 2/Gametek)

JANUARY 1998

TBA - Mission: Impossible (Ocean)
20/01/98 - Nagano Winter Olympics '98 (Konami)

FEBRUARY 1998

27/01/98 - NBA In The Zone '98 (Konami)
27/01/98 - Olympic Hockey '98 (Midway)
02/02/98 - Mystical Ninja 64 (Konami)
02/02/98 - NHL Breakaway '98 (Acclaim)
02/02/98 - Robotron 64 (Crave Entertainment)
02/02/98 - Yoshi's Story (Nintendo)
02/20/98 - Forsaken (Acclaim)

MARCH 1998

TBA - G.A.S.P. (Konami)
TBA - Quake 64 (Midway)
TBA - Superman: The Animated Series (Titus)
TBA - Twisted Edge Snowboarding (Midway/Kemco/Boss)

16/03/98 - Banjo-Kazooie (Nintendo/Rare)
30/03/98 - MLB Featuring Ken Griffey, Jr. (Nintendo/Angel)

1ST QUARTER 1998

TBA - FIFA: Road to the World Cup '98 (EA Sports)

TBA - Space Station: Silicon Valley (BMC Entertainment/DMA)

TBA - Virtual Chess 64 (Titus)

APRIL 1998

TBA - Tonic Trouble (Ubi Soft)

MAY 1998

TBA - GEX: Enter the Gecko (Midway/Crystal Dynamics)

JUNE 1998

TBA - Turok 2 (Acclaim)

TBA - WWF: War Zone (Acclaim)

2ND QUARTER 1998

TBA - Body Harvest (Nintendo/DMA)

TBA - Conker's Quest (Rare)

TBA - Dual Heroes (Hudson)

TBA - Earthworm Jim 3 (Interplay)

TBA - F-Zero X (Nintendo)

TBA - LastLegion UX (Mindscape/Hudson)

TBA - Legend of Zelda: The Ocarina of Time, The (Nintendo)

TBA - MLB Strike Zone '98 (GT Interactive)

TBA - Quest 64 (THQ)

TBA - Robotech: Crystal Dreams (Gametek)

TBA - NBA Jam '98 (Acclaim)

TBA - Space Circus (Ocean)



JAPAN RELEASE DATES

NOVEMBER

TBA - Heiwa Pachinko World 64 (Shouei System)

21/11/97 - 64 Oozumo (Bottom-Up)

21/11/97 - Diddy Kong Racing (Nintendo/Rare)

21/11/97 - Pro Mahjong Kiwame 64 (Athena)

28/11/97 - Famista 64 (Namco)

28/11/97 - Hiryuu No Ken Twin (Culture Brain)

28/11/97 - Morita Shogi 64 (Seta)

28/11/97 - Wild Choppers (Seta)

DECEMBER

TBA - Legend of Zelda: The Ocarina of Time (Nintendo)

TBA - Space Dynamites (Vic Tokai)

TBA - Tamagotchi 64 (Bandai/Hudson/Nintendo)

05/12/97 - Dual Heroes (Hudson)

05/12/97 - Top Gear Rally (Kemco)

12/12/97 - Chameleon Twist (Japan System Supply)

18/12/97 - Hexen (Gamebank)

18/12/97 - Hyper Olympic In Nagano 64 (Konami)

19/12/97 - Aero Gauge (ASCII)

19/12/97 - Denryu Iraita Bou (Hudson)

19/12/97 - Harukanaru Augusta: Masters '98 (T&E Soft)

19/12/97 - Snobow Kids (Atlus)

21/12/97 - Yoshi's Story (Nintendo)

4TH QUARTER 1997

TBA - Fighting Cup (Imagineer)

TBA - Kiratto Kaitetsu! 64 Tanteidan (Imagineer)

TBA - Mahou Seiki Eitale (Imagineer)

TBA - Pro Baseball King 2 (Imagineer)

TBA - Rev Limit (Seta)

TBA - Sim City 2000 (Imagineer)

TBA - Snow Speeder 64 (Imagineer)

TBA - Virtual Pro Wrestling 64 (Asmik)

JANUARY 1998

TBA - Nintama Rantarō 64 (Culture Brain)

04/01/98 - Kindaichi Shonen no Jikenbo (Hudson Soft)

04/01/98 - Toukon Road: Brave Spirits (Hudson Soft)

24/01/98 - NBA In The Zone '98 (Konami)

FEBRUARY 1998

TBA - LastLegion UX (Hudson)

TBA - Wayne Gretzky's 3D Hockey (Gamebank/Midway)

MARCH 1998

TBA - Jungle Emperor Leo (Nintendo)

TBA - Macross: Another Dimension (Tomy)

TBA - Mario Artist (64DD) (Nintendo)

TBA - Mother 3 (64DD) (Nintendo)

TBA - Pocket Monster 64 (64DD) (Nintendo)

TBA - Sim City 64 (64DD) (Nintendo)

TBA - Sonic Wings Assault (Video System/Paradigm)

SPRING 1998

TBA - Super Robot Spirits (Banpresto)

TBA - Tonic Trouble (Ubi Soft)



JOLT PAK 256 ARRIVES

BLAZE RELEASE THEIR ANSWER TO THE RUMBLE PAK

Blaze's own Rumble Pak, the Jolt Pak 256, is set to hit the shelves just before Christmas. Although the Pak wasn't ready in time for our hardware accessories round-up, we can confirm certain details regarding its specifications.

The Jolt Pak 256K works with all Rumble Pak-enhanced games, and also functions as a (standard sized) 256K memory card. This is accessed via a two-way switch, so there's

no need to swap accessories when playing games that use both.

The Jolt Pak 256K costs £14.99.

A Blaze spokesman said, "We expect the Jolt Pak 256K to do very well. It has the advantage over Nintendo's own in that it contains a memory card". ■



Jolt Pak with built in 256K Memory Card

LAMBORGHINI NAME CHANGE

Lamborghini 64 now called Automobili Lamborghini

Lamborghini 64, the new racer from Titus, is now to be called Automobili Lamborghini. The

have been promising, if unremarkable. Expect a full review next issue. ■

game is set for release on November 22nd in cartridge format, but will later hit the 64DD with more tracks. Up to four players can compete.

First impressions of Automobili Lamborghini



COMPO CORNER

Who's Jackie Pallo?

In the Clay Fighter review, Ian describes one of the characters as 'moving like Jackie Pallo'. Who is he? Does anyone know? What was he famous for? What was his nickname? What was his trademark 'costume'? There's a crappy prize waiting for the person who tells us the most about this man of mystery.

Send your answers to 'WHO'S JACKIE PALLO COMPO, 64 EXTREME, Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset BH15 1HA.

Congratulations to Andrew Gilchrist of Worcester, who wins last month's Corner Compo for his spoof analysis of the pretentious academic's unintelligible blurb, which gave us all a laugh. A Fin Fin mouse mat and key ring is in the post. This issue's prize is equally crap, but it's the taking part that counts... ■

SHARKPAD SHOCKER

Sharkpad Pro 64² Rumble Pak problems

Early American versions of InterAct's Sharkpad Pro² have been found to be incompatible with Nintendo's Rumble Pak. The problem does not affect UK controllers, though a few bugged versions were imported by independent companies.

According to Stephen May, Marketing Manager, "When the product was first launched in the USA, the communications protocols for the Rumble Pak had not been set up. Only the first batch of American controllers were affected".

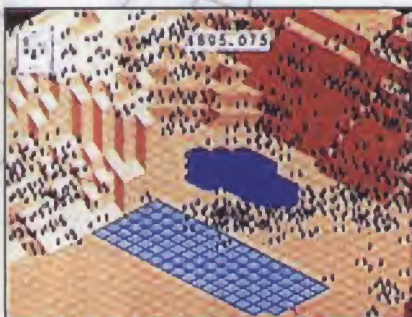
Although the problem only occurs here on imported pads, InterAct are still supporting users by offering a free exchange for a fully functional controller and a complimentary Tremor Pak, InterAct's own Rumble Pak. Gamers experiencing problems should ring InterAct's Customer Services Hotline on 01204 700139. ■



SIM CITY UNDER CONSTRUCTION

The epic strategy and economics game SimCity 2000 under development for the N64

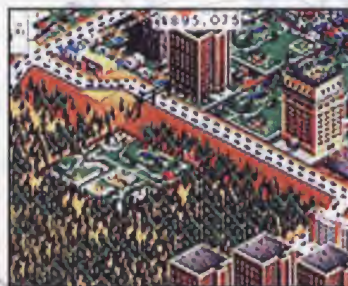
Imagineer are to develop SimCity 2000 for the N64. The game is based on the PC version, but



greatly enhanced with RPG elements and sub-games. The game is divided into three parts. Do well enough on Earth (Part One) and you can develop another settlement in space in the second chapter. The third part of the game has not yet been revealed.

The PC's mouse-based controls are reproduced using the analogue stick; excellent news for those who've played the Saturn version, which was cursed by sluggish movement. The game will appear first in Japan, and feature cute

Japanese characters. It's currently pencilled in for a December release, though this may slip into the new year. ■



Game Boy inventor dies

Gumbei Yokoi, designer of the Game Boy, was killed in a road accident on October 4th, 1997 in Kyoto, Japan.

After a minor collision with another vehicle, Yokoi stepped out to inspect the damage and walked into the path of an oncoming car. His passenger was also hit but not badly hurt. Yokoi, however, died two hours later at a local hospital.

Yokoi made his name with early LED games, and went on to design the phenomenally-successful Game Boy. His final Nintendo console, the Virtual Boy, flopped and he left to start his own company.

Talent such as Yokoi's is a rare commodity. He will be sadly missed. ■

NEW COMPANY FOR N64

A brand new development company has been formed, with the specific aim of developing high-quality games for the N64. Craven Entertainment, launched by former Squaresoft staff, aim to produce RPGs for the N64, serving

a surprisingly poorly served genre on a machine that's easily capable of running them.

No in-house titles have yet been announced, but Craven have bought the publishing rights to Robotron 64, a project recently abandoned by Midway. ■

N64 CEMETERY



Joust/Epic Midway Home Entertainment

As well as abandoning Robotron 64, Midway Home Entertainment have also stopped work on their update of another rave from the grave, Joust.

Joust was a simple-but-fun combat game which had you on a flying ostrich, toppling similarly-mounted knights while dealing with the effects of gravity, threatening to pull you into the molten lava at the foot of the screen. It had virtually no depth, but great playability. Although Midway won't be publishing the game themselves, a third party developer may well pick up the rights to release the game. After all, the newly-formed Craven Entertainment have bagged Robotron 64, so one can only hope.



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CONES HOTLINE

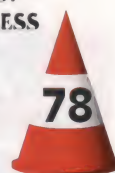
The number shown on the cones indicates what percentage of the game is complete. If the cone shows 20, for example, it's a long way off. If it shows 95, the programming team are probably already making up excuses why it won't be ready on time!



Here's the very latest in sizzling screenshots from forthcoming games. *Work In Progress* covers games we've already previewed or have little information on at this stage, so we keep the waffle to a minimum and turn the dazzling graphics up to the max.

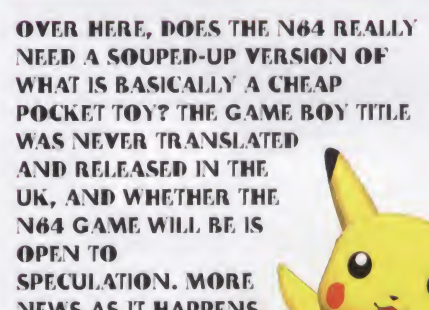
ZELDA 64

NO APOLOGIES FOR RETURNING TO THE MOST EAGERLY-AWAITED TITLE ON THE N64. PROGRESS ISN'T COMING ON AS FAST AS WE'D HOPED - THE PRE-CHRISTMAS RELEASE IN JAPAN HAS NOW BEEN POSTPONED UNTIL SPRING '98. IT IS, HOWEVER, LOOKING SET TO BE ONE OF THE HOTTEST RELEASES EVER. HERE ARE



SOME STUNNING NEW SCREENSHOTS, INCLUDING (FOR THE FIRST TIME) PICTURES OF LINK RIDING HIS HORSE. STILL NO NEWS ON WHETHER WAVERACE-STYLE STUNTS ARE TO BE INCLUDED, THOUGH.





EARTHWORM JIM 3D

IT'S EARLY DAYS YET, BUT EARTHWORM JIM IS DEFINITELY COMING TO THE N64. HIS NEXT-GEN DEBUT IS A FIVE-LEVEL 3D PLATFORMER, THOUGH THERE IS A SHORT 2D SECTION.

JIM PERFORMS HIS USUAL MOVES SUCH AS WHIPPING ENEMIES WITH HIS HEAD AND SWINGING INDIANA JONES-STYLE.

LITTLE ELSE IS KNOWN ABOUT EARTHWORM JIM 3D, BUT EXPECT A FULL PREVIEW AS SOON AS THE PEOPLE AT INTERPLAY MAKE MORE INFORMATION AVAILABLE.



POCKET MONSTER

THE WORKING TITLE FOR THIS JAPANESE RELEASE IS PIKACHUU GENKI DECHU, BUT AS IT'S BASED ON THE POCKET MONSTER LICENSE, IT WILL PROBABLY GO BY THIS MONIKER IF RELEASED IN THE UK. THIS TAMAGOTCHI-LIKE CREATION IS HUGE ON THE GAME BOY, BUT ONLY IN JAPAN. YOU COMMUNICATE WITH YOUR CYBERPET BY TALKING INTO A MICROPHONE SUPPLIED WITH THE GAME (HENCE THE MIC IN THE CORNER OF THE SHOTS). WHETHER IT WILL UNDERSTAND ENGLISH IS ANOTHER MATTER ENTIRELY! ALTHOUGH CYBERPETS ARE BIG





EX, LIES AND VIDEO GAMES!

Time for our terrific tales of tantalising tripe. Most stories are completely fictitious, but at least one is the truth, the whole truth and nothing but the truth. But which is it? Have a think, and check out our next issue and see if you were right.

FOOTBALLING FROLICS

N64 newcomers DonkeySoft are working on a brand-new soccer sim based around a Tottenham Hotspur licence. The game, Tottenham Hotspur: Champions, is to be released "when



Spurs win the cup", which gives the programmers plenty of time to work on making it a really great offering.

"We're aiming for total realism", said DonkeySoft Managing Director Y'onli Singh Wenyawinin, "in terms of the team as well as the game". To this end, crowd samples have been made almost inaudible due to Spurs' declining gates. The management element is particularly awkward, with finances going up and down almost at random. Successful teams are broken up and their managers sued by the chairman.

The effects of fatigue on your players is also a factor in the game. They move reasonably fast to begin with (apart from the statuesque defenders, of course) but by the end of the match they're unbelievably sluggish and often fall over when attempting to kick the ball. Their artificial intelligence is spectacularly low, especially

David Ginola, who won't chase anything other than inch-perfect passes and wanders aimlessly when the opposition have possession. To promote the game, DonkeySoft sent every video game magazine in the country a free pair of football boots. Unfortunately, due to a mix-up in the warehouse both boots were for the left foot.

SLAP A SPICE GIRL

Internet users can log on to a site called 'Slap a Spice Girl' and play a fun game. On accessing, your mouse pointer changes to a hand floating over a series of holes. To the dulcet tones of Wannabe, the Spice Girls' heads rise and fall from the holes. The aim of the game is to slap as many as possible by positioning your hand over their faces and hitting the mouse button to slap 'em



before they disappear again. Successful hits are rewarded by a pleasingly convincing 'ow!'. Making a guest appearance is Margaret Thatcher (who Ginger Spice considers 'the first Spice Girl'), giving a bonus of ten points for a hit, signposted by a subtle 'zigzag-ah'. Don't hit the smiley face or you lose ten points.

Slap a Spice Girl is excellent fun. Quite apart from the pleasure you get slapping the self-important sows, it's

phenomenally well presented, with superb sound really adding to the frantic feel of the game. Next time you're on the net, enter Slap a Spice Girl into a search engine and get going. You won't regret it.

WHERE FOR FART THOU ROMEO?

It's not all fun and games in the games industry, as a friend in computer games retail told us. He had to go to a Polish business conference called Console Retail Advantages in Poland, which was held as a forum on expanding the home video games market into the former Warsaw Pact countries. It was phenomenally unsuccessful - representatives came back with few orders but a very interesting story.

It seems that while staying in a Starochowice hotel they noticed a funny smell coming from the room next door. This grew and grew until by the third day it was an overpowering stench. The hotel staff, unable to contact the residents inside, broke down the door. What they found made them vomit.

It seems that two young seventeen-year-old sweethearts planned to marry, but their parents refused permission. Unable to live without each other, they decided to die together. Pooling their money, they went to the nearest chemist and asked for the strongest poison available and then rented the hotel room. After locking the door and throwing the key out of the window, they lay on the bed, shared the 'poison' and waited to die. Death never came. Suspicious of their intentions, the chemist had sold them a powerful laxative instead of poison. Their room, an economy suite on the third floor, had no en-suite bathroom and after the inevitable happened, the lovebirds were too scared to call for help. By the time the hotel authorities entered the room there was crap everywhere, covering the floor, the walls, the bed and the couple. The mattress was in such a state it had to be burned. Alas, this tale has no happy ending. The unnamed loverboy was so disgusted at the sights of his loved one that he had witnessed, that he broke off the engagement.

Ex, Lies... and The Truth!

Remember last month's Ex, Lies and Video Games? Which story did you think was the correct one? In actual fact it was Croon Raider, the curious tale of Rhona Mitra, the human face of Lara Croft, and her assault on the pop charts with an album and single produced by Dave Stewart of Eurythmics. Alas, since then Rhona has fallen out with Eidos Interactive and has been dropped as Lara. Her records have been canned too. There's still talk of a Tomb Raider film as reported, though, and Liz Hurley is still pencilled in for the title role.

NO POLICE...NO CAMERA...JUST ACTION...

OFFENCE: EXCESS SPEED...■

REC



64

BIT POWER

94

MB SPEED

3D

ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

MULTI-PLAYER

DATE: 12.12.97



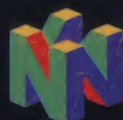
SPEED: 176mph

FOUR PLAYERS, EIGHT SUPER CARS, SEVEN TRACKS, FIVE RACING MODES...

AND THE NEXT BEST THING TO HAVING ONE PARKED IN YOUR DRIVE...



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Conker's Quest

DEVELOPER

Rare

PUBLISHER

Rare

RELEASE DATE

TBA

Blast Corps was a rave, GoldenEye 007 a blast and Diddy Kong Racing a dream. Can Rare make it four in a row with Conker's Quest?

Rare have firmly established themselves as Nintendo's most successful developer for our sexy little black box of joy. Following brilliant titles like Blast Corps and the stonking GoldenEye, they announced three surprise titles: Diddy Kong Racing, which is set to take Mario Kart to the cleaners, Banjo-Kazooie and the quite remarkable Conker's Quest which could well be the game to end Mario's reign over the platform genre.

Conker's Quest puts you into the trainers of a

rather cutesy squirrel called Berri. The pair of them are out to recover one hundred house-warming gifts which have been stolen by a rather nasty gang of baddies. If this wasn't bad enough, the nasties have kidnapped their friends too! Oh, they are so nasty.

Sickly-sweet storyline aside, the game looks very detailed and crisp. Comparisons to Mario are inevitable, but it's clear to see from these few screen shots Conker's Quest has the upper hand graphically, with more detailed characters and backgrounds. So detailed in fact that you can see what is going to happen next just by looking at Berri's facial expression. For example, when you're coming to a dangerous situation she goes pale and a distinct look of fear darts over her face. This is an excellent touch that shows Rare really are out to play hard-ball.

The control method is to be similar to Mario's,



underground levels standing in his path. It's also rumoured there are a selection of different crafts to help the duo to get to those hard to reach spots in the game. Unfortunately we can only speculate that these modes of transport would cover land, sea and

air.

All this looks very exciting but (there's always a 'but') Conker's Quest has sadly been delayed and no firm release date offered. You know what they say though - good games come to those who wait, so look out in future issues for more exciting information. **Russell**



Comparisons with Mario are inevitable, but it's clear to see from these few screen shots Conker's Quest has the upper hand graphically

utilising the analogue stick to its limits. Conker and Berri have an arsenal of moves at their disposal including a range of different jumps and tail-spinning attacks, and also special moves to give you the edge. The characters can also use different tools to assist them through the four worlds including the excellent hard hat and light that helps Conker through the many different



San Francisco Rush

This oft-delayed conversion of an Atari coin-op could yet break the mould of N64 racers.

DEVELOPER

Midway

PUBLISHER

GT Interactive

RELEASE DATE

December

Atari may not be a company to shout about these days, but they have been known to knock out the occasional arcade hit. San Francisco Rush is one such game and it's making a surprise appearance on the N64.

The arcade version is indeed an excellent game, but we won't be seeing a direct port as coin-ops are notorious for having no lasting appeal (check out NBA HangTime review for a good example). There will be more crazy cars and more insane courses with new shortcuts and secret areas to discover, boosting the gameplay to please the home market. What better place to scene a speed freak's dream than San Francisco. You can wizz past the famous Golden Gate Bridge, speed down



your heart's content.

The streets of San Francisco have been re-created using a true 3D model for total realism. This model was actually used for the all time classic simulation Hard Drivin' but on a lesser scale because of the limited technology of the time. Thanks to the power of the N64, technology is no longer the problem and graphical representation of the city streets is truly at the cutting edge, but don't think the game is just a realism trip. We're talking speed, major air time and tonnes of adrenaline pumping fun for you and a friend.

The game may well sound pretty faultless right

All in all, San Francisco Rush could well be the title to break the rather disappointing mould of the N64 driving game genre

Lombard street at break-neck velocity taking 90 degree turns 'til your nerves can't take anymore. The game utilises clever course layouts, lap times of up to three minutes, realistic car physics, death-defying jumps and a two-player split-screen



option. This racer shouldn't be an overhyped heap of poo like the similar Cruis'n USA.

Gameplay-wise SF Rush demands total concentration to cut down those all important lap times. A proper racing line is included for each track to give you optimum performance around every corner, but if you've been 'rubbing' with other cars or scraping walls on corners your car's performance dips dramatically and your lap times are equally worse for wear. This shows the degree of difference SF Rush has to the other driving games available like Multi-Racing Championship, Top Gear Rally and the disturbingly duff Cruis'n USA, where you can bump and grind your car to



now but, as we all know, no game is perfect. The main source of the bad vibes comes from the audio department which isn't going to stop anyone buying the game, but it may start a few volume controls twitching here and there.

The 3D model of San Francisco came from Hard Drivin' which is great, it's just a shame the engine effects are almost identical too! The crash sounds and explosions are quite meaty though, with nice scraping noises to denote the bodywork taking a thrashing.

All in all, San Francisco Rush could well be the title to break the rather disappointing mould of the N64 driving game genre. **Russell**



THE HARDWARE
STORE

The HARDWARE

Looking for some ace extras for your '64? Wondering what to ask your ageing auntie to get you (not another five-year diary, please)? Ponder no further; pay a visit to the hardware store and check out our peripherals. Our store manager IAN 'BAD OVERALLS' OSBORNE offers a helpful hand.

CONTROLLERS

Games are pretty useless without controllers (he says, stating the obvious), and if you want to play ace games like GoldenEye 007 or Diddy Kong Racing with some friends, you need more than just one. Which should you buy? Here are the leading contenders. Note: all the controllers mentioned here have thru-ports for memory cards.

SuperPad 64 InterAct, £19.99

Hmm... It's no disaster, but nowhere near as good as the standard pad design. As soon as you pick it up it feels somehow wrong. Your thumbs just aren't where you want them, the joystick too close to your left palm and your right thumb stretching to reach the buttons. When you get cracking on your fave game, though, you soon lighten your grip and find a more comfortable position, but it never feels as



comfortable as it should.

The SuperPad 64 is a brave attempt at converting the N64's controls to a traditional joystick format, as opposed to the official one which you hold in two different ways. The buttons and stick are extremely responsive.

The SuperPad 64's only real advantage over the standard pad is that you can switch from 'D' Pad to joystick without letting go of the controller with your left hand. Scant consolation for its unwieldy handling.

Trident Pad Spectra Video, £19.99

Now this is better. Spectra Video have wisely based their pad on the traditional model (if it ain't broke, don't fix it), and produced a pad which feels a lot more comfortable in the hand.

The joystick's a little stiff, but probably loosens with wear. The knobbly bit at the top is concave instead of the usual convex, and fits the thumb very well. The 'D' pad is circular rather than cross-shaped,

making half- and quarter-circle moves easier. This is ideal for beat-'em-ups, which (let's face it) is all that uses the 'D' pad at present. The buttons are firm and responsive, but maybe the body of the pad as a whole could be meatier. It feels a little small in adult-sized hands. Overall, though, the Trident Pad is a worthy replacement for (or addition to) the standard controller.

Sharkpad Pro 64²

InterAct, £29.99

How much? The Sharkpad Pro² is a mean controller, but for just a penny shy of thirty quid it damn-well ought to be.

As well as responsive buttons, a solid-but-stiff joystick and a comfortable 'D' pad, the controller boasts slow mode and autofire functions similar to the Trident Pro Pad. It makes the opposite mistake to its illustrious competitor in body design, in that it feels a little too large - the centre wing is a lot to get your left hand around, and your forefinger isn't allowed enough room. It feels more comfortable after a few plays, though; you do get used to it.

Aesthetically, the controller has its guts on display for all to see. The



Trident Pro Pad Spectra Video, £24.99

This one's basically exactly the same as the Trident Pad, but with an autofire and a fiver on the price.

For those who don't know, an autofire replicates the effect of pressing a button at superhuman

speed. Say, for example, pressing 'fire' shot one bullet from your gun (or space ship, or tank, or whatever). To fire a second time, you have to press again - one shot per press. Using an autofire means that by holding the button down you get constant fire, probably faster than you could press the button too. This is less than helpful in games like Lylat Wars, where holding 'fire' locks on to the target

and builds a meatier shot, so the Trident Pro Pad's autofire can be switched off. You can set up any, all or none of the buttons as an autofire.

Also included is a slow motion mode, which basically toggles the pause function on and off, and isn't very useful. The pad as a whole is a boon for anyone who wants an autofire, though.

STORE



body is made of crystal-clear plastic, so the switches and circuit boards are visible. It also comes with five 'custom colour inserts', which you can fit under a panel around the slow and autofire buttons. Why did they bother? If you have four Sharkpads I suppose you could use this to identify different players, but you'd be better off buying controllers with different coloured bodies. It would certainly prove cheaper.

Arcade Shark InterAct, £39.99

Another shark that takes a bite out of your savings. The Arcade Shark has autofire and slow motion functions, but that's pretty well all it's got going for it. The body of the stick is very chunky and easy on the wrists. It won't slip around either - it's far too big for that. In fact, it's far too big, period. The buttons are responsive but huge and spread out. You have real trouble finding the 'C' buttons for your first few

plays. The joystick is far too loose, and the 'D' pad too large to use without unscrewing the stick and moving it. In theory it can be used as a pad, but it just dwarfs your thumb. When a controller costs this much, you'd expect two screw-in sticks, so you can (if need be) use the analogue joystick and the digital stick replacing the 'D' pad at the same time, but no - there's only one included. It's definitely for one-player action too - you certainly couldn't get four of them on the same desk unless it's ridiculously huge. Most tables would struggle to fit two.

People who can't get on with handheld controllers and prefer large, coin-op inspired sticks may find this to their liking. Personally, if I wanted this sort of device at all, I'd prefer it to be much smaller and more compact.



Nintendo 64 Controller THE Games, £29.99

This is the big one. In this reviewer's not-so-humble opinion, the official Nintendo 64 Controller has yet to be bettered. It feels just about perfect in the hand, it's smooth and responsive and every button

LX4 Steering Wheel with Foot Pedals

Gamester, £79.99

It takes about three seconds for you to get totally sick of the pedals; they're too close together, angled too sharply and too bloody uncomfortable to use. Luckily, their functions

can be delegated to the buttons on the wheel itself, which cover all the usual controller functions - sometimes twice over.

When you've given up on the pedals, the wheel itself is a pleasure to use. It's comfortable, responsive and you can find

the buttons with ease - this soon becomes instinctive. It works especially well on games like *Diddy Kong Racing*, usually the graveyard of arcade wheels.

Fun as it is, though, the LX4 Steering Wheel is only any use with racing games. If you're an absolute driving nut and own every title yet released on the N64 you might get your money's worth. If not, you might prefer a more traditional controller, which you can use for everything - including driving games.



is exactly where it should be. But then you know all this already, don't you? You already own at least one, the one you got with your N64.

The controller is now available in a variety of colours, for those who care about this sort of thing. They're all the same inside though, which can only be a good thing. A little too expensive, perhaps, but still great stuff.

this ill' number works with the PlayStation and Saturn too.

The ultimate in pose, this one has a gearstick as well as the wheel and pedals. You even get an imitation leather steering wheel cover. Again you can forgo the pedals if you wish, or configure the function of any of the buttons to each of the pedals. The pedals themselves are better spaced and more comfortable to use. The wheel's no slouch either; if anything it's even more responsive than the LX4, though the buttons aren't as logically set out. Guess this is the price you pay for tri-format compatibility.

It takes a special sort of person to actually want a steering wheel for their

console - extreme racers

only need apply. Those who

fall into this category could do worse than go for the Top Gear, though.

Top Gear Steering Wheel Spectra Video, £69.99

Anyone out there with more than one console? No, put away your Mega Drives and Atari VCS 2000s, I mean modern consoles. If you have, and you're after a steering wheel for your N64, it's worth noting



THE HARDWARE
STORE

CARRY BAGS

Carry bags are something of a paradox. However good they are, unless you carry your N64 around quite a lot you might as well use a carrier bag. We've assessed the bags we have here on quality, on suitability for taking your console around your mate's without damaging it. It's up to you whether you can justify the expense of buying one, though.

System Carry Case THE Games, £14.00

This well-built soft bag holds an N64, game paks, controllers and accessories. The one they sent us had the red Nintendo logo instead of the N64 moniker illustrated, which isn't surprising - the bag isn't as N64-dedicated as it pretends to be. There's plenty of room in the main compartment for the console and in the secondary pocket for the controllers and games, but it's not as compartmentalised as other bags; there isn't a specific place for each controller, another for the Rumble Pak, etc. This is both a blessing and a curse. The

equipment rattles around in the bag, but you can use the carry case for other things when you're not carting your console from A to B.



Control Pad Carry Case THE Games, £12.99

I swore I wouldn't take the piss out of carry bags as a concept. Sure, carrier bags work too, but people who buy a purpose-built case know exactly what they're getting. It's their money - no one is being ripped off. All my good intentions went out of the window when I saw this effort. Why would anyone pay £12.99 for a bag that holds a controller and boggles the mind? It does the job brilliantly, but looks disgusting. Would you be seen dead with this on your shoulder? It looks more like a tart's disco bag, complete with a condom pocket on the front, than a serious gamer's tool. Not recommended, except for tarts to use as disco bags.

Deluxe System Carry Case THE Games, £29.99

This one's pretty solid. The stitching is firm, the material sound; this is a case that's built to last. Unlike the standard carry case, it's padded and has solid sides, giving it the appearance of a suitcase. It's also got individual pockets for controllers, games and the like.

There's no doubt about it - the Deluxe System Carry Case is a superb bag that protects your console against anything short of a nuclear blast. It's so console-dedicated, though, that it's not much use for anything else.



Game Multi-Case Spectra Video, £19.99

This little number isn't as stiff-sided as the Deluxe System Carry Case, but is equally padded and compartmentalised (I love that word). It does a great job of protecting your widgets, and everything fits in snugly. The bag is designed to carry any of

the new breed of consoles, and manages each with equal ease. Cleverly, the compartment dividers which stop your console clattering with your controller are held in place by Velcro, allowing you to move or remove them at whim. You can thus use the Game Multi-Case for other things. It's a tenner cheaper than the Deluxe System Carry Case too. Unless you're desperate to have the N64 logo on your bag, this is the one to pick.



MEMORY CARDS

It's difficult to get excited about memory cards. They save your games, they fit in the hand controller, they do their job quietly without too much fuss... there's little else you can say about them. Here's a short round-up of what's available and how much it costs, without too much spurious waffle.



N64Memory Card256K/1Mb

Spectra Video,

£6.99/£12.99

Silly name, I know. Perhaps the space bar on their word processor was knackered. Comes with five spare stickers.



Memory Card 256/1Meg

Blaze,
£9.99/£14.99

Comes in seven different colours, if anyone's interested. No sticker to list your game saves on the cart, though.

Datel Memory Card 1Mb/4Mb

Datel,
£29.99/£14.99

Memory monsters from the kings of console accessories. The 4Meg model is pictured here. Has a liner page mode, which means you don't have to press a little button on the back of a card to switch between 256k



ODDS & ENDS...

Here are a few bits and pieces that didn't fit into any of the above categories.

Rumble Pak
THE Games,
£14.99

By now, we all know what the Rumble Pak does. Fit it to your controller in the port used for the memory card, and when you play a Rumble Pak-enhanced game it makes the controller vibrate to



LEADS & CABLES

If memory cards are difficult to get excited about, leads are damn-near impossible.

There's no point trying to assess them - they all do their job and no more, unless you want to wrap them around the Christmas tree instead of tinsel. If you need a lead and don't know what to get, phone one of these companies for advice. The Nintendo Customer Services Hotline is also useful in this respect.

Spook

Three phono plugs + scart	£7.99
Two phono plugs and S-VHS plug	£6.99
Joypad Extension Cable	£6.99

Gamester

N64 Scart Cable £TBA

Stack Computer Solutions

Stack custom-build leads for most computer and console systems. Phone for details, explaining what you need to connect.



Indicate hits or crashes. You get one free with Lylat Wars, but they're now available on their own for fifteen quid. But are they worth it?

Let's face it - the Rumble Pak is just a gimmick. When the

novelty wears off, you forget it's there. It's also poorly designed. You

need two batteries to run it, making it very heavy. It destroys the balance of the controller, but again this is

something you get used to. Also, as it uses the same port as the

memory card, you can't use both at once unless you remove the rumbler and insert the card with the power switched on (not

advised). If you get the chance to try one out, take it. You might find the Rumble Pak to your liking; Pete finds it fun. Speaking for myself, though, I think it's a waste of money. If you'll excuse the cliché, it's a definite 'try before you buy'.

Shock Wave
Datel,

£24.99

Now this is more like it! Not only does Datel's answer to the Rumble Pak function with Pak-enhanced games, it contains a shock sensor which converts sound effects into Rumble Pak signals, enabling the →

...ODDS & ENDS

→ device to be used with non-Rumble Pak-compatible games. You can set the sensitivity of the sensor to suit the game in question, or switch off the rumble function all together and just use the 1Mb built-in memory card. It takes its power from the controller, so doesn't need batteries either.

Shock Wave is an incredible piece of kit. It's a tenner more than Nintendo's effort, but for the extra technology you're getting it's well worth it. It won't win over those who don't like the Rumble Pak anyway, but if you want one, this is it.

Not everyone is happy with cheat codes. Some purists believe they spoil the game, and if you can't complete the game fairly, don't

buy it. They make a fair point, of course, but if you've paid fifty quid for a game, you've the right to play it any way you

like. If you don't want to cheat, don't buy an Action Replay, but if you do you couldn't wish for a better piece of kit.

Mouse Mats

For those who own computers as well as consoles, Nintendo have released a series of mouse mats and wrist pads to ease your efforts.

Mouse mats come in six designs and cost a cool £5.99 each, whereas the pads, which sit in front of your

keyboard and ease wrist strain, set you back £6.99 and come in four styles. And here they are...



Action Replay Datel, £49.99

It had to happen. Datel's world-famous Action Replay series finally comes to the N64. At the time of writing it has yet to hit the stores, but it's expected any day so we decided to include it.

Anyone who's ever owned a console before will know exactly what an Action Replay is. By plugging the AR into the cartridge port of your machine and then plugging the game into your Action Replay you could input cheat codes which gave infinite lives, invincibility, infinite time, endless ammo or any number of useful bonuses. Useful codes could be stored for later use on the AR's internal memory.

The N64 Action Replay offers all this and more. It comes with built-in cheats for the biggest and best games, and as well as being able to input your own cheats, Datel are to release smart cards containing pre-installed codes for newly-released games. These simply plug into your AR.

Kettle Various, £TBA

Many believe the kettle is an indispensable accessory for gamers. I certainly wouldn't be without mine, but it's not without its flaws.

The machines are compatible with all games systems, even down to the ZX81. You can choose a kettle which suits your needs and your pockets. PlayStation and Saturn owners should opt for a fast one to fit boiling times between loads, but cartridge gamers can go for a slower one - you have to pause the game anyway, so you might as well get in a little more gaming while it boils.

Perhaps the kettle's biggest drawback is that everything you need to operate it isn't in the box. There'll be a few tears at Christmas when little Johnny opens his kettle, only to find the tea, coffee, milk and sugar isn't included and there are no shops open. Indeed, if you use the kettle

as it comes out of the box it will probably melt - YOU MUST ADD WATER BEFORE BOILING!

For all its faults, the kettle is a wonderful piece of kit. Used correctly, it can be a real boon during those late-night *GoldenEye* sessions.



CONTACT CORNER

You can contact the manufacturers of these accessories at the following addresses:

InterAct

Emlyn St
Farnworth
Bolton
BL4 7EB
01204 862026

Spectra Video

Unit 27
Northfield Ind Est
Beresford Avenue
Wembley
Middlesex
HA0 1NW
0181 902 2211

THE Games Ltd

Parnham Drive
Boyatt Wood
Eastleigh
Hampshire
SO50 4NU
01703 653377

Gamester (LMP)

Stonemason's House
75 Railway St
Hertford
Herts
SG14 1RD
01992 503133

Biaze

Nacap House
46-48 Silver Street
Doncaster
DN1 1HT
01302 328225

Datel Direct Ltd

Stafford Road
Stone
Staffordshire
ST15 0DG
01785 810800

Spook (Proudhound Ltd)

8/11 St John's Lane
London
EC1P 1EU

Stack Computer Solutions

28 Farriers Way Ind Est
Netherton
Merseyside
L30 4XL
0151 521 2202

Nintendo Customer Services

01703 623200

MISCHIEF MAKERS

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TOKYO SANITARIUM

RELEASE APPLICATION FOR

PATIENT'S NAME: Marina Liteyears

MR/MS: Mischief Maker

AGE: Unknown

OCCUPATION: Unknown, thinks she's a robotic personal assistant of Professor Theo

SYNOPSIS/CHARACTERISTICS: Grabbing, shaking, throwing anyone who gets in her way. Hovering with an imaginary jet-pack

OBSESSIVE BEHAVIOUR: Constantly searching for glowing stars

RELEASE DATE APPLIED FOR: 19th December 1997

RELEASE DATE APPROVED: Yes

RELEASE CONDITIONS: Only on Nintendo 64

RELEASE APPROVED/DENIED BY: *Mike Pauling*

N.B. We'll release her, but she really is bonkers!

RELEASE DATE
19/12/97
APPROVED

64
BIT POWER

94
MAD SPEED

3D
ENVIRONMENT

STEREO SOUND

64
MUSIC CHANNELS

4
PLAYER

90%
N64 MAGAZINE

FRANTICALLY SILLY HIGH-SPEED GAME-PLAY ACROSS 50 LEVELS...IT'S BONKERS!

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Diddy Kong Racing



DEVELOPER
Rare
PUBLISHER
Nintendo
TELEPHONE
01703 653377
RELEASE DATE
Out Now
RRP
£49.99
PLAYERS
One to Four
MEMORY CARD
Yes (only ghost saves)
RUMBLE PAK
Yes

Are Nintendo and Rare on a mission to become the Walt Disney of the video games world or what? Diddy Kong Racing looks cute to the max. Those foolish enough to write this game off as kids stuff though will be missing out on one of the best N64 games ever. Why? Read on...

Diddy Kong Racing is Nintendo's biggest Christmas release for '97. The game beams with bright primary colours and cute characters, and it screams to be compared with the game from which it has obviously drawn its inspiration. *Diddy Kong Racing* is an excellent follow-up to *Mario Kart*, improving on all of the game's weaknesses and inventing a few new additions of its own. The very first thing that will strike you is how bright and cute it is, certainly too cute for its own damn good. It feels almost cynically calculated in

its look, feel, delivery and even, ironically, in its timing. It's Rare's version of Disneyland, just in time for Christmas. But all my qualms were soon forgotten when I realised that it was the best kart game I have ever played.

The thing that really shines through in *Diddy Kong* is the quality of its superbly structured gameplay. All 30 courses (five worlds) are built perfectly into a giant Overworld, and although many of the courses are short, there are lots of objectives

besides just straight racing that make them versatile and deep. For a start, there are boss characters. These are accessed by winning on all the courses. Success reveals a boss, who is then raced against. Once beaten, the boss grants a second new mission - a Silver Coin Challenge. Here, you collect the eight silver coins dotted around the track and take first place. And, as if that isn't enough, once you've beaten all the bosses, you go back and race them a second time to win



► By land, by air, by sea - there are three modes of transport in DKR.



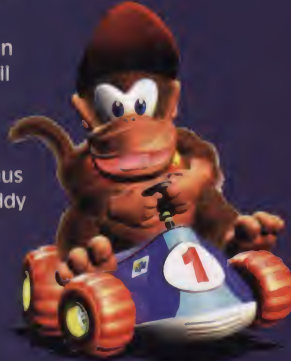


WE ARE THE DIDDY MEN

There are eight characters on offer in *Diddy Kong Racing*, each with his or her own characteristics. They are:

DIDDY KONG "LET'S GO, GO, GO"

This chimp is never seen without his red baseball cap. He defines the term 'average'. He has no real strengths or drawbacks, and is thus ideal for beginners. Diddy is the yardstick against which all other racers are measured.



CONKER "READY OR NOT, HERE I COME"

What a cute little squirrel - Tufty, eat your heart out. He's pretty fast, too, coming somewhere between Diddy and Pipsy in terms of acceleration and resistance to bumps.



TIMBER "COOL"

This cuddly tiger is a real pussycat at heart. He races very much like Diddy. He's useful in multiplayer mode if you usually play ol' monkey features but someone else got there first.



BUMPER "OH NO"

This guy's heavier than Diddy and doesn't accelerate as well, but is far more manoeuvrable than Krunch and Banjo. Inevitably, he takes the knocks better than Diddy but not as well as the super-heavyweights.



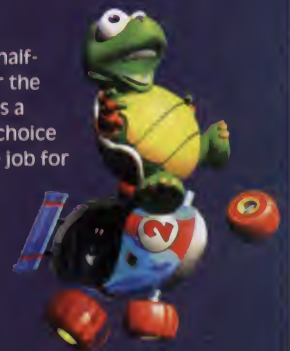
PIPSY "WATCH IT, BUSTER"

This small, light character is incredibly fast. Speed brings its own hazards, though. She's so light she's easily bumped off the track, and fares badly in collision with the scenery.



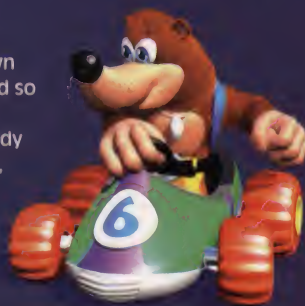
TIPTUP "AARRGGHH"

Don't underestimate this half-shelled reptile. Remember the tortoise and the hare? He's a Diddy-like driver, an ideal choice for beginners and just the job for multiplayer games where you all want a similar character.



BANJO "GAHUH"

So that's why his own game's been delayed so often - he's been moonlighting in Diddy Kong's! He's a heavy, blubbery git with poor acceleration. He takes collisions in his stride, though.



KRUNCH "OUTTA MY WAY"

Yes, get outta his way - he's a big basket who can barge most racers out of his way. He's bloody slow though, and about as manoeuvrable as a brick.



COLOURFUL CHARACTERS

These are just some of the weird, wild and wacky people you meet on your travels.

TAJ

The big blue elephant is a useful ally. Run in to him to change vehicles on the island or challenge him to a race for a balloon. It's he who awards you your balloons in the main events too.



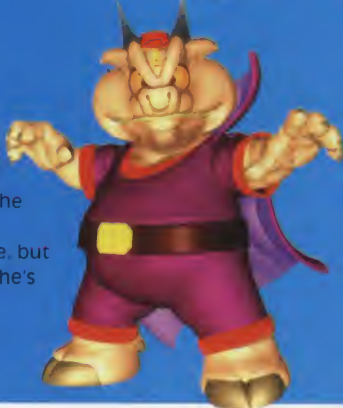
TT

This terrible timepiece lurks in every lobby. Run into him if you want the time trial mode.



WIZPIG

Beware of this baddie - he's the big boss. His stoney stare is captured in the mountainside, but when you meet him for real, he's far from static.



Somewhere, under the rainbow is the entrance to the water world.



We are the Diddy men who come from Notting Ash...



Access this bonus game by finding a hidden key.

pieces of an amulet. This time, the bosses are much, much harder. And then (yes, there's more) you have to beat all of your opponents in a sequential series of races (called the Trophy Race) which later on helps you to seek out new worlds.

This is certainly a big challenge. Helping out is an arsenal of stuff - power drifts, a cool new Sharp Turn

Technique, various weapons, provided by multicoloured balloons, and bananas, which actually aid, rather than hurt you. What's more, you have the brilliant addition of two new vehicles, the plane and the hovercraft, each of which are easy to learn, but hard to master.

Graphically, the game is one of the most spectacular ever seen. Rare has

MAGIC CODES

MAGIC CODES LIST

HORN CHEAT	ON
BANANAS REDUCE SPEED	OFF
NO LIMIT TO BANANAS	ON
ALL BALLOONS ARE YELLOW	ON
ALL BALLOONS ARE RANDOM	OFF
TURN OFF ZIPPERS	ON
TWO PLAYER ADVENTURE	ON
RETURN	

Hurrah! We have discovered some magic codes. Well it was quite odd really, I had this premonition that if I put three slugs and a freshly stolen bag of suet under my pillow, I would be rewarded with something magical. So I did as the little voices told me and guess what? That's right, the slugs died and I woke up with suet in my hair. It's just as well that I

logged on to the net and found this fabulous list of cheats for *Diddy Kong Racing*. You can enter the following 'Magic Codes' by going to the Options screen and choosing Magic Codes. All of the individual cheats can be turned on or off once entered. However, the codes don't seem to save. So you'll have to re-enter any you want to use each time you turn on the power. It may help if you scow up your face and chant 'Beadlebum, Beadlebum, Beadlebum' very loudly. But I doubt it.

Horn Cheat

Not quite as much fun as it first sounds, oh well. Enter the code **BLABBERMOUTH** and then when you press the **Z** button (assuming you don't have a weapon), the horn will

play a random voice sample from your character instead of the regular horn.

Two Player Adventure

Enter the code **JOINTVENTURE** and now two players can play the Adventure Mode, making it easier to complete the challenges.

All Balloons Are Yellow

Enter the code **BODYARMOR** and all balloons will be yellow.

All Balloons Are Rainbow

Enter the code **OPPOSITESATTRACT** and then all balloons will be rainbow.

All Balloons Are Green

Enter the code **TOXICOFFENDER** and all of the buttons will be green.

All Balloons Are Red

Enter the code **BOMBSAWAY** and now all balloons will be red.





managed to master Realtime Dynamic Animation, which enables polygons to span larger surfaces and to be more flexible than before - without substantial loss of frames. It should be noted that, just like GoldenEye, the frame-rate is not 30 frames per second, but since the

at a smooth frame rate, and perform funny little animation sequences like looking at other characters as they drive by.

In the audio department, the comical voice reactions of the characters is also heart-warming, even if some of the characters are

The music is charming and dynamic, which is standard to most games, but is somehow more coordinated and well-timed in this game

game is so enjoyable, this detail is less annoying. Spectacular highlighting, light-sourcing, and sweet looking transparencies are used to great effect, all providing the game with a clean, shiny-looking appearance that even the most critical Japanese gamer will look upon with smiling eyes. All of the in game objects, save a few flowers and shrubs, are polygons. That includes the characters, which move

just too damn cute and are certain to annoy older gamers (Pipsy, Timber, Conker stand up and take a bow). The music is charming and dynamic, which is standard to most games, but is somehow more coordinated and well-timed in this game. For instance, driving around the Overworld and choosing characters in the character select menu provides different musical environments. In



Disable Weapons

Enter the code **BYEBYEBALLOONS** and all the weapons will be disabled for the computer.

No Limit to Bananas

Enter the code **VITAMINB** and you'll be able to pick up an unlimited amount of bananas.

Bananas Reduce Speed

Enter the code **BOGUSBANANAS** and if you pick up bananas, your overall speed will actually be reduced instead of increased.

Disable Bananas

Enter the code **NOYELLOWSTUFF**, which makes picking up bananas a worthless activity since they won't do anything.

Zap the Zippers

Enter the code **ZAPHEZIPPERS** and all the zippers will disappear.



FIND DRUMSTICK

If you feel like chicken tonight waiting to be discovered. Once you get all of the trophies and amulets (oh, we make it sound so easy!) go to the Courtyard Area, where Raj

hangs about. The Central Area is the place from which all other zones are accessed. In this area, you should notice a bunch of little frogs hopping around near the edge of the water. Take your vehicle and drive over to them. Look at them very carefully. One of them will have rooster head feathers. If you carefully touch that frog, Drumstick will pop out! Apparently he had been turned into a frog by that git Wizpig.

TURBO START

AS in Mario Kart there is a turbo start to be discovered. After the announcer says "Get Ready" and the words start to disappear, press and hold the 'A' button. If done correctly, you will get a turbo boost. This helps dramatically in your future races.

FIND THE HIDDEN SPACE WORLD

Their is a cunningly hidden fifth world that can only be reached after you have got all the trophies and all the amulets. First you must head to the lighthouse in either the car or the hovercraft go to the sign by the lighthouse and honk at it. The lighthouse will transform into a rocket and will take you into space.



POWER UP!

You win power-ups in Diddy Kong Racing by collecting multi-coloured balloons. Collecting similar spheroids builds the power-up to a maximum strength of three. Collect a balloon when you hold a different power-up and you switch weapons, your new one being at its weakest strength.

MISSILES: RED BALLOONS



One: A simple forward-firing rocket. Fire when close to your target.



Two: A homing missile. Hold 'Z' to target a visible foe ahead, release it to fire.



Three: Ten non-homing rockets. Further red balloons replenish your arsenal.

TURBOS: BLUE BALLOONS



One: A turbo boost.



Two: A stronger turbo boost.



Three: An even stronger turbo boost.

SHIELDS: YELLOW BALLOONS



One: A shield which absorbs missiles.



Two: Useful for pushing your way through crowded roads.



Three: Sends your enemies cascading across the track.

HAZARDS: GREEN BALLOONS



One: Let go an oil slick which causes your foes to slip. Great for blocking zippers.



Two: Drops a mine which blows your foe sideways. Useful on tight turns.



Three: A Prisoner-style balloon which temporarily traps anything that drives into it.

MAGNET: RAINBOW BALLOONS



One: Pulls you towards the car ahead, if visible.



Two: A stronger version of the above.

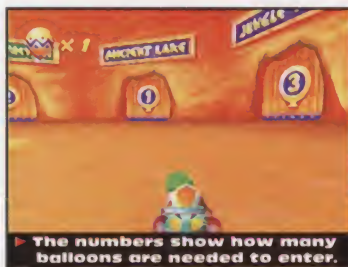


Three: Pulls you forwards, but also pulls the car in front backwards.

second opinion...

What a game. WHAT A GAME. WHAT A GAME! Titles as cool as this aren't exactly thick on the ground, and we've reviewed two this very issue (*GoldenEye 007* being the other). What a pair. What a Christmas! The N64 has truly arrived... Diddy's main strength is its construction. The way the levels are put together guarantees maximum interest, and skill-soaked gameplay featuring opponents that don't cheat and power-ups that don't distort results. What a game... Ian

fact, each character has his or her own music, most noticeable by flipping from character to character in the aforementioned menu. Sound effects are superb and well produced, again laughing in the face



The numbers show how many balloons are needed to enter.



Challenge Taj to win another balloon.



Like old Albert Steptoe, Taj gives out balloons.

of those who doubted cartridge format games could deliver decent audio.

It's true that *Diddy Kong Racing* has undoubtedly borrowed very heavily from Nintendo's *Mario Kart 64*. But as is the case with Rare, the company has that amazing knack of taking an idea and crafting it into something beautiful. *Diddy Kong Racing* is a deep, colourful game with an overly kiddy feel and look. But after a few minutes, you'll be compelled with subtle details, blissful gameplay and graphics and the full, rich world that makes *Diddy Kong Racing* a much better game than *Mario Kart* and which deserves tremendous success when it is released. It has captured the heart of everybody here at 64 extreme and will do the same to all who come into contact with it because it is simply one of the finest games ever created. Pete ●



verdict

98 GRAPHICS

Absolutely beautiful graphics and animation. Colours so bright and vibrant that DKR should come with sunglasses.

SOUND 96

Tunes so catchy they will drive you insane. Some of the best effects and speech, you'll forget that this is a cartridge.

97 GAMEPLAY

Compulsive in one-player and outrageous fun in multi-player. The handling on all the vehicles is superb.

LIFESPAN 98

There is so much to do in adventure mode that I defy anybody to finish this game in under a month.

OVERALL

After I got used to the cuteness of the graphics, the sheer quality of gameplay had me spellbound and to be honest, I still am. This game is without doubt a classic.

97

ADVENTURERS WANTED



DIDDY KONG RACING KNOWS NO LIMITS!

Race anywhere you find land, sea or air in a true free-roaming adventure.

To survive you'll need guts, speed and savvy whether you're flying your plane, power-sliding your car or buzzing around in your hovercraft.

Four player action, 8 characters, 30 tracks and if that's not enough, slap in a Rumble Pak™ and feel every impact.

VICTORY IS OUT THERE. GO GET IT!

DIDDY KONG RACING

 NINTENDO 64



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Extreme



Futuristic death race, risk your lives for money, new type of anti-gravity motorbike, pollution-scarred Earth; so much for the crappy plot, what about the game?

This game is fast. It's very fast. It's fast, Fast, FAST, F-A-S-T! Perhaps it's too bloody fast.

Those of you who followed Pete's Dream Team Profile on Probe last issue (Issue Seven, back issues still available; check out page 72 for details - 64 extreme's bank manager), know the game's a *Wipeout*-inspired futuristic racer, with every element usually present in games of this genre trimmed to the bone in favour of lightning, greasy-fast speed. Clever overtaking moves aren't needed; just push through. Don't worry about leaving the track on corners; the worst that can happen is you scrape a wall and lose speed. You think there's no need to worry about finding and holding the racing line either. All you need to do is keep the bloody bike



Scrape the sides too often and you trail the other bikes by miles

on the track and off the walls, though you soon find straightening the curves makes this easier.

The speeds at which you travel

and the apparent leniency of contact with trackside barriers encourages you to just hold the accelerator and steer. This leniency is an illusion - scrape the sides too often and you trail the other bikes by miles. The best way to travel (on the earlier stages at least) is to forget the brake, releasing the accelerator to slow down near corners. Take care not to turn too harshly or you hit the wall and

bounce across the track like a ping pong ball in a drainpipe, hopelessly out of control. When a tighter turn is needed, the gentlest of taps on the anchors will suffice - these bikes have brakes you just would not believe.

In creating *Extreme G*, Probe wisely decided what they wanted out of the game and went for the throat. There are no compromises here. Crashes, pit stops, gear changes and custom settings would slow the game down. Instead they went all-out for speed, and they got it; you crash extremely rarely, usually when your shields have been rubbed away or blasted by baddies or when

DEVELOPER
Probe
PUBLISHER
Acclaim
TELEPHONE
0171 344 5000
RELEASE DATE
November
RRP
TBA
PLAYERS
One to Four
MEMORY CARD
Yes
RUMBLE PAK
Yes



Not every track is immediately accessible. Some must be earned.



Choose your arena and prepare to do battle.



Ever played Mario Kart 64's battle mode? This is similar.

G



Acclaim have gone up in my estimation due to the superb titles they've brought to the N64, and *Extreme G* reinforces my growing admiration. UK-based developer Probe Entertainment have produced an unbelievably fast, visually stunning racing game that once again underlines the sheer power of the N64. It effortlessly copes with the demands of this blisteringly-fast game. Once the controls are mastered, the depth of the game becomes apparent. **Classy.**
Pete



think the game was originally even faster, the programmers toning down the speed to make it more playable (to race at the original speed, check out Hidden Extras). After a few plays you get used to the game's frightening speed and are soon bolting round the tracks, toes gripping the floor as you take another corner while barely slowing down.

You're soon bolting round the tracks, toes gripping the floor as you take another corner

using one of your three turbo boosters.

First Impressions of the game aren't too favourable. The game seems to move too fast for its own good, the player bouncing from one wall to the next without ever really being in control. It's amazing to

intense as it is, *Extreme G's* speed is manageable, though it takes some getting used to.

Although single-minded, the game is far from one dimensional. There's a selection of bikes on offer; pick the one that best suits your driving style or forthcoming track. A



BLISTERING BIKES

Here are the eight ace racers available to you as you start your rip-roaring racing.

Apollyon

A great all-round dream machine. Use this while you get used to the game, then move on to a bike which emphasises certain characteristics if you wish.



Grimace

This is a fast flyer, but doesn't pack a killer punch. Good at showing your opponents a clean pair of wheels, but useless in a scrap.



Jolt

The Jolt has a great top speed and weapon, but bog-ail shields. Use this machine if you're confident of out-racing your foes without getting your arse atomised.



Khan

A weak-weaponised warbike, but great acceleration. It's ideal for beginners as after a scrape you pick up speed with ease.



Maim

Another fast accelerator, this babe suffers due to a poor top speed. Its weapon is a killer, but if your foes escape your sights, you've lost 'em.



Mooga

This camouflage-crazy critter is built for war. It's slower than Tottenham Hotspur's midfield, but unlike Tottenham Hotspur, is excellent in a rumble.



Rana

Crap weapon and poor acceleration bring down this bike. Top speed's great though - ideal for courses where you don't expect to hit the walls too often.



Raze

A light, nippy bike that lacks firepower. By all means use it, but don't get caught up in a firefight.



Roach

The first hidden bike is a real rave racer. Just look at those stats - erm; wow! This machine has no real weaknesses.



Neon

...But this one's better still. The second hidden bike is unbelievably cool, with every stat set to maximum. A real biker's bike.





battle element is added by your puny on-board weapon and special side-arms collected throughout the game as power-ups. These can really make a difference - many's the time I've been out in the lead only to get trashed on the line by some roving foe with a Homing Missile. If it's pure racing you want, you can turn the weapons off.

The Inevitable racing league,



Little touches separate the truly great from the merely average

Extreme Contest, is set over a series of tracks. Finish in a good enough position to qualify for the next. There's also a time trial and practice mode where you can test your skills

and familiarise yourself with the courses, though you can't access them all - you have to win that right in the Extreme Contest. For added fun there's the shoot-'em-up game

WELL-WILD WEAPONS

This game's got a bigger arsenal than Arsene Wenger. Here's a guide to the bits and pieces you use to blow opponents into bits and pieces...



Proximity Mines

This is exactly what you'd expect. Drop them when you've an annoying foe behind you and it

goes off in his face as soon as he gets near.

Shield Recharge

Guess what this one does, guys and galls? That's right - it gives your shield energy a bit of a boost.



Multiple Needle Missiles

Use these against enemies close by, especially if they've just overtaken you.

A powerful weapon indeed.

Standard Rocket

A bog-standard weapon. This one rips your foes' shields to shreds, so make sure you hit the target.



Mortar Rocket

Less powerful than Standard Rockets, but has a wider effective distribution.

Useful when behind a pack of bikes.



Ion Side Cannons

One look at this weapon in action and you know what it's for. The side-

pointing energy fields scorch anything you pass or are passed by.

Homing Missile

These hunt down and trash your nearest foe. They're most effective near

the finish line when he's a little too far ahead to overtake.



Rear-Firing Rocket

This is a rocket similar to the Standard Rocket, but it fires backwards. Firing it near a jump is a good way of making a foe lose time.



Static Pulse

This thing chews up opponents' electrics. Their steering becomes erratic and

their weapons fire wildly.

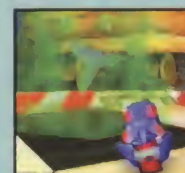
Morning Star

This mine is a strong deterrent to getting too close to you - a bit like Dave France's anal tornadoes. More difficult to spot than Proximity Mines.



Tractor Beam

This one narrows the gap between you and your nearest foe by locking on to him and pulling you forwards.



Laser Limpet Mine

Similar to the Proximity Mine, but clings to a wall and throws a trip-beam

across the road when released. Devastating when activated.

Power Shield

This protects you from harm, but also sends opponents cascading into the crash barriers after even the slightest of collisions.



Phosphor Flare

Trails a burning flare behind your bike, blinding those behind. A great disincentive to overtake.



Flame Exhaust

This speed booster makes life very hot for those behind you. Great for

getting rid of tail-gaiters trying to get past.

Wally Warp

This weird weapon comes in two parts. Drop the first warp anywhere you like, then drop the second in front of a foe to teleport him back to the first.



A MATTER OF PERSPECTIVE...

There are three perspectives on offer in *Extreme G*. And here they are...



The default view offers all-round playability. It's arguably the most practical.



The second view gives a better idea of what's ahead, but is awkward on hills.



For purists, there's the on-the-bike view. You need a strong stomach to handle this one.

Although single-minded, the game is far from one dimensional

where you're always a little behind your foes, the idea being to blast as many as possible rather than race them. Team up with a few pals for some sheer multiplayer madness, competing against each other in a race or battling it out in a *Mario Kart 64*-style arena.

One thing that's not compromised for speed is the



game's aesthetics. The background tunes are some of the best tracks ever heard on the N64, and perfectly suited to the game. They can't match the CD sounds enjoyed by the PlayStation's *Wipeout* for obvious reasons, but *Extreme G*'s better graphics more than make up for this. These visuals are incredibly detailed, crystal clear even at breakneck speeds and there's no slowdown at all, even when all eight racers are on the screen. More amazing still, it's just as fast in four player mode. Don't ask me how they did it, but they did.

Clever use of graphics helps the gameplay too. As the track arcs into underground caverns, when all you can see is the ceiling, the strip lighting in its centre clearly shows which way the road twists. Other



graphical hints are offered elsewhere in the game. It's little touches like this which separate the truly great games from the merely average - compare this to *F1 Pole Position* and you'll see what we mean. You do hit the walls a lot on your first few races, but you soon realise that's your fault; games this different take a lot of getting used to.

'Too bloody fast'? What the hell. *Extreme G* isn't for wimps; it's a tough cookie to crack even in Rookie mode. It is, however, one of the best racers ever to hit the N64. Are you fast enough? **Ian**



verdict

94 GRAPHICS

Unbelievably detailed given the speed, even in four-player mode. Makes full use of the N64.

SOUND

Great thumpin' tracks and nail-biting FX. Adds real atmosphere to the game.

85 GAMEPLAY

Takes some getting used to, but rewarding for the patient. Not a game for the faint-hearted, though.

LIFESPAN

Cliché time - 'you won't complete it in a hurry!' Even when you do, the battle mode ensures it's still played.

OVERALL

The N64's best racer? It's hard to compare with cartoon creations like *Diddy* or pure drivers such as *Top Gear Rally*, but it's a blinding and original blast.

88

Bomberman

There was a little girl, who had a little curl, right in the middle of her forehead. When she was good she was very, very good, but when she was bad, she was horrid - and this game could be written for her.

DEVELOPER
Hudson
PUBLISHER
Nintendo
TELEPHONE
01703 653377
RELEASE DATE
Out Now (Jap)
RRP
TBA
PLAYERS
One to Four
MEMORY CARD
No (Cart Save)
RUMBLE PAK
No

Oh dear. *Bomberman 64* is infuriatingly patchy. At its best it's an incredible display of clever design matched with superb execution, but the programmers ran out of ideas just when they had a potential thriller on their hands and used inappropriate clichés to make up the shortfall.

Bomberman 64 is really two games in one - choose between an

boosted by battering the 'bomb' button, building to a bigger bang. It won't go off in your hands, which is just as well - you can be blown by your own blast. Strangely, there's no 'jump' button.

The camera doesn't chase the character as closely as in *Super Mario 64*, which is probably just as well - running around worlds as involved as these with a constantly shifting

A bomb held in your hands can be boosted by battering the 'bomb' button

arcade adventure-cum-platformer and the more traditional bomb-bunging battle outing. The platform/arcade adventure hybrid takes a leaf from *Super Mario 64*'s book, with interactive 3D environments and movable camera perspectives. It's a good job the camera is movable, as you often lose sight of your character behind as you explore the wonderfully-complicated worlds. Fight foes and blast bricks by laying bombs, kicking them into your target or picking them up and throwing them. A bomb held in your hands can be

perspective would be enough to make you barf. Your exploration forces you to view the scenery from every angle instead of the game doing your looking for you. What you lose in speed, you gain in freedom.

This environment lends itself well to a slow-paced, exploratory style, and for the first two islands, that's what you get. You wander through castle- and mansion-like worlds, opening new pathways and finding new ways through the level to previously unreachable sections. How do I lower the bridge? How can I get inside the cage? Half the level's submerged - where's the switch to open the flood gates? There are baddies to beat (hint: boot a bomb at them to stun) and aerial bombardments to contend with (look for shadows), but these are the icing on the cake, not the heart of



► Here's the first stage exit - but how do you open it?



► Success - you've reached the Island exit.

BOMBS AWAY

There are several things you can do with a bomb...



Drop it and walk away.



Kick it at a foe or construct.



Pick it up and throw it.



Pick it up and boost it until it's huge.

an 64

second opinion...

Hudsonsoft obviously had some very ambitious notions of what they wanted *Bomberman 64* to be, but somehow they've badly missed the mark. The game swings between being innovative and fun to play, to clichéd and frustrating. Perhaps they should have hedged their bets and put the full-blown 2D *Bomberman* game on the cartridge as well, so as to please fans of the original game. Not my cup of tea at all, I'm afraid. Pete

the game. Foul up by falling to a foe or walking off a platform and it's your own fault. Try again, find the exit and take on the end-of-stage boss.

Alas, after the castle and mansion islands it all goes downhill. The developers seem to run out of ideas, falling back on platform clichés and bog-standard devices which aren't suitable for this type of game. Icy and fiery worlds? Bleugh! The emphasis here is no longer on exploration and puzzle solving (though these elements are by no means absent), but on avoiding hazards. For example, the fire world features fireballs that leap through a



You can choose in which order you complete the first four islands.

boggles.

The second game is where you pit your wits against three other characters, computer or player controlled. Four Bombermen are hurled into an arena to do battle, making their kills by booting, throwing or placing bombs in each other's path. Catch your chum in the blast by trapping him near a bomb or stunning him by throwing it at him. As well as the usual 'every man

the game.

Don't get us wrong - *Bomberman 64* is reasonably good fun, but lacks lastability. With a little more thought it could've been a real classic. Here's hoping for a sequel with its wrinkles ironed out... Ian ●

The arenas are a little too complicated...

walkway. Wait until it falls, move forward and wait for the next one (yawn). When volcano eruptions shake the screen and send balls of lava falling earthwards you have to get out of the way quickly, which isn't easy when you have to keep changing the camera angles and watching for the edge of platforms as well. This is frustrating rather than challenging. Worse still, the icy world blizzards often obscure the screen and blow back your character at the same time. How can they get it so right for half the game and so wrong for the rest of it? The mind

for himself' blast-fest, you can team up with another character in two-on-two combat, or even go for a three-against-one handicap bout. Unlike the original SNES *Bomberman*, the battles are fought in 3D arenas (quelle surprise), though there's no messing around with camera angles.

Unfortunately the battle game doesn't cut it either. The 3D environment detracts from the endearing simplicity of the gameplay, and the arenas are a little too complicated for their own good. With several of the arenas having more than one level, it's far easier to hide away and let the others get on with it, taking away some of the immediacy of the SNES classic, and the redesigned blasts (extending spherically rather than straight) make it harder to hit and hide, taking most of the strategy out of

verdict

79 GRAPHICS

Ranges from the gorgeously minimalistic on the castle and mansion levels to the outrageously vague in the fire and ice worlds.

SOUND 83

Pretty much what you'd expect for a game like this. Good, solid music and FX, but nothing remarkable.

75 GAMEPLAY

The bits that are good aren't original and the bits that are original aren't good, but there is fun to be had here.

LIFESPAN 71

Not huge, but it will probably sit at the back of your collection, to be brought out for the odd multi-player game.

OVERALL

Bomberman 64 is good and original. Unfortunately the bits that are good aren't original, and the bits that are original aren't good. Could do better.

73



The snowy level isn't the game's finest hour.



MC Escher, eat your heart out.



That's exactly what I was going to say.

NBA HangTime



It's been out on import for quite a while, but now UK N64 fiends can play NBA HangTime without resorting to clumsy adapters. But is it any good? Read on...

DEVELOPER
Midway
PUBLISHER
GT Interactive
TELEPHONE
0171 258 3791
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
One to Four
MEMORY CARD
Yes
RUMBLE PAK
No

second opinion...

To be quite honest, my feelings towards *NBA HangTime* have not changed since I reviewed the US version six months ago. GT certainly have taken their own sweet (Hang)Time getting the PAL version on the shelves. The simple fact remains that this is the equivalent to having the original *HangTime* coin-op in your home. This sounds cool, but the gameplay now feels very dated and it is questionable whether most N64 gamers will consider this enough. Pete

Full marks to GT Interactive. They've done a superb job of converting *NBA HangTime* to PAL format. There's no slowdown, no black borders and no squashed sprites. In other words, the game's exactly the same as the American one Pete reviewed way back in Issue Three. Well done guys, it's about time people started taking the European market seriously.

NBA HangTime has coin-op conversion written all over it, even to the point of warning you there's no gameplay involved in creating a



NBA HangTime has coin-op conversion written all over it

new player. Every detail enjoyed by the arcade addicts is there, including the fluid animation, freaky features like somersaulting dunks and flame balls, and the liberal interpretation of the rules, emphasising arcade action rather than solid simulation. To this end there are only two players per team so the graphics can be nice and large without cluttering the screen, physical contact is tolerated, allowing you to shove your opponent off the ball, and it's impossible to dribble out of bounds. You can move across the centre line with impunity too.

All this pick-up-and-play arcade adrenaline has taken its toll on the game's depth, though; tactical play is virtually absent, being reduced to simply running at the basket and shooting. It's not skill-free; there are useful strategies you can adopt, but not traditional



basketball or even team sport ones. There are hordes of hidden heroes to dig out, but many of these are gimmicks such as aliens or celebrities. They're great fun, but don't add to the game's lastability. Its pace and atmosphere are geared to the arcades, where players want something that's instantly accessible and aren't too worried about depth - who wants to sit in front of a coin-op for an entire weekend and then save out their season's stats ready for the next? Who could afford to? Is it physically possible? On a console

this is exactly what you want. You've already forked out the best part of sixty quid for the game; you don't pay 50p at a time.

The days when perfect conversions of arcade games were the holy grail of home consoles are long gone. Today's games have moved on, emphasising the difference between home machines, where lastability and depth rule supreme, and the coin-ops which



require instant action in bite-sized chunks. *NBA HangTime* is a great piece of programming, which is entertainingly addictive in the short term and very well presented (love the shadows on the polished floors), but isn't meaty enough to go the distance. It's really only recommended for die-hard fans of the coin-op and those who intend to play in multiplayer mode a lot. Ian ●

verdict

87 **GRAPHICS**
Wonderfully fluid animation and good attention to detail. If there's one aspect you can't fault, it's the graphics.


69 **SOUND**
The music's great, but the motormouth, moronic commentary leaves a lot to be desired.

70 **GAMEPLAY**
Excuse the cop-out, but it will appeal to fans of the coin-op. I can't see it winning any new fans, though.

65 **LIFESPAN**
The gimmicks get boring after a while, and there's too little substance to keep you playing.

OVERALL
This is a pixel-perfect coin-op conversion, but the original machine lacked depth. It's fun for a while, but doesn't offer enough for your money.

68



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QUARTERBACKTM
CLUBTM
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NFL Quarterback



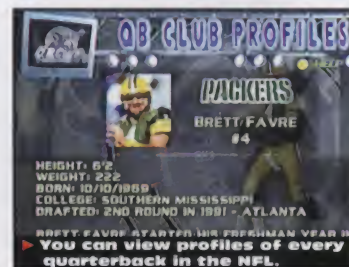
29, 36, 48... Pete's great at ordering meals in a Chinese restaurant, but what does he know about American football? Read on...

DEVELOPER
Iguana
PUBLISHER
Acclaim
TELEPHONE
0171 344 5000
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
Four
MEMORY CARD
Controller Pak (123 pages)
RUMBLE PAK
Yes

At last, my ambition is fulfilled - I get to review the latest gridiron game, after years of putting up with reviewers prattling. 'Well, it's yet another update of that fat bloke's game. I suppose it's all right, but I don't really understand how to play it.'

Let's get one thing straight from the start - I'm huge fan of American football and sports sims in general, so you won't be surprised to hear I've been looking forward to *NFL Quarterback Club '98* for some time now. But even my wildest

So what's the big deal with the graphics? Well, what we're looking at here is the first N64 game to run in the Next Generation 640x480 high



SGI renderings we first saw of this game are practically identical to the actual game.

The field looks incredible. The

NFL QBC '98 is not only a breakthrough for the computer sports sim, but it also happens to be the best looking game I have ever seen

expectations of the game have been surpassed. *NFL QBC '98* is not only a breakthrough for the computer sports sim, but it also happens to be the best looking game I have ever seen. Anywhere. Ever.

resolution mode. This technology makes even some of the best arcade games look like a pile of junk. I've never seen such fluid animation. It's one of the few games that's as beautiful in picture as in motion. The

grasses are rendered wonderfully. All of the team logos are also drawn very nicely, and the players have good-looking textures. Unlike our old mate *Madden*, each character (taken from the actual NFL roster)

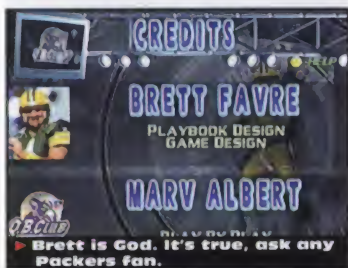
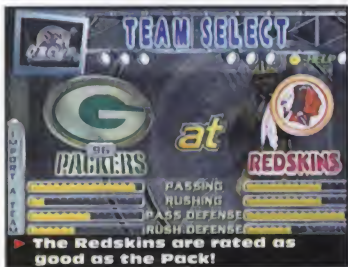


This is the Away Cam angle. One of the many you can choose from.



This Packer is off to the races for a touchdown.

Back Club '98



has his own set of statistics. You can see all of their pads and muscles. The only drawback with the players' graphics are their helmets. They seem rather blocky, but that is a minor problem. Even the refs are done nicely and get their own collision detection! That's right - you

After you've graduated from the joypad college of excellence, you will be amazed at the amount of moves you can pull off on a single down alone

can actually hit the zebras (oh, a dream come true).

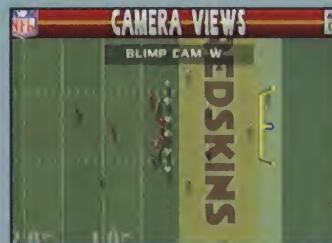
The true beauty of the game can be seen in the instant replay. Just watch your receiver in slo-mo, breaking away from the cornerback



GIVE A BLOODY GOOD PANNING!



Sports sim fans are well-used to snazzy camera angles, but those flashy bods at Iguana have taken them to the absolute limit in this game. What you have at your control is effectively a free-point floating camera which you can customise by placing it anywhere in the stadium, high or low, at any angle you choose. Of course, you may well not wish to operate the camera yourself. In this case an almost embarrassing array of camera angles is at your disposal, including an Action Cam which follows the action as though the game is a TV broadcast. Get the picture?



home these days?

The game features original plays designed by two-time National Football League (NFL) Most Valuable Player, Brett Favre, the Green Bay Packers' quarterback. All 30 NFL teams are included, covering more

than 1,500 players. I know that a lot of this will mean nothing to most Brits, but any gridiron fan knows it makes this package very special.

All of this would count for nothing if the gameplay stank. No way, OJ! Unprecedented player

and making a one-handed grab, stiff-arming another defender and jetting into the endzone. Overall, the graphics have you reaching for the phone and dialling your own number - who ever bothers to write



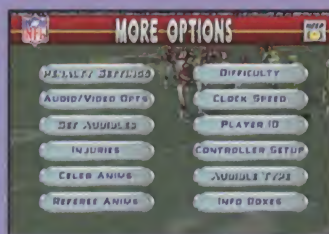


► You have to see the game actually running to appreciate how good the animation is.



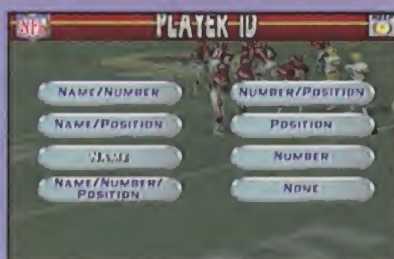
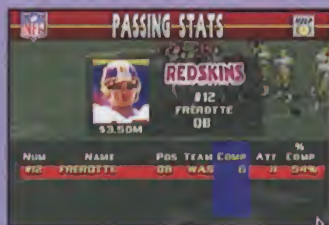
► Each one of the 30 stadiums has been based on the real life arenas.

OPTION CITY, OPTION COUNTY, OPTIONVILLE



Calling all sports anoraks! Calling all sports anoraks! Don't bother trying to find that life everybody keeps telling you to get. There is no reason for you to ever leave home again. The options is where *NFL Quarterback Club '98* blows away any sports sim you've ever seen before. Listen to these: You can replay 50 simulations of famous games like the 1991 Super Bowl, during which you can join in at any time. You have the ball with a little more than two minutes to go - can you change history and make the Bills win? Also, you can create your own simulation. Want more? Create players, trade players, make teams, play regular games as classic old teams, do a draft, sign free agents, select different difficulty levels of play, select from six different camera angles or create your own custom cam, etc. Wow! Even the cheat menu adds replay value. You're pleasantly overwhelmed by the option

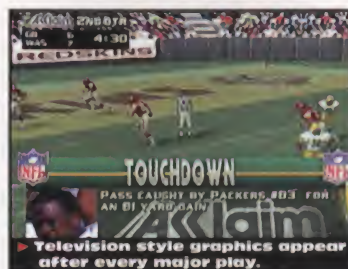
menus as there are hundreds of different ways to play. Also, Brett Favre has personally made plays for the game. There are tons of plays to choose from, and their professionalism and realism add to the replay value for more fun even when you've beaten the game.



control comes courtesy of the Nintendo 64 analogue controller, but you have to be patient. Remember, no pain, no gain! At first the game controls are tremendously challenging and take a lot of practice. Every button is used throughout the game. With the N64's awesome controller the game soon becomes instinctive, but trust me, you play like crap for the first few matches. With these controls you can lob passes, do stiff-arms, hurdles, dives and other awesome moves. After you've graduated from the joypad college of excellence, you will be amazed at the amount of moves you can pull off on a single down alone. Combining arcade action with football simulation, gamers manage their rosters by trading, drafting and releasing

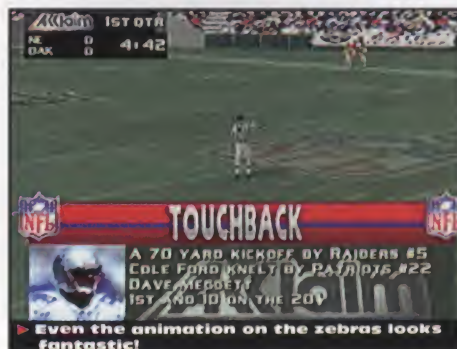


NFL Quarterback Club's Achilles heel, if it has one, is the audio department



players on their team. Don't let the thought of team management options put you off. You can opt for a quick start game and be playing within 40 seconds of switching your console on; and yes, I did time myself!

NFL Quarterback Club's Achilles heel, if it has one is the audio department. The sound doesn't really do anything for the game. Don't get



me wrong, the actual sound effects are done nicely, but the play-by-play commentator Marv Albert is driving me crazy. "Number 98... makes a... PUNISHING tackle!" The prat.

You gotta love those guys at Iguana. Alongside Rare they are proving themselves to be leading third party developers for the N64. These are the guys who decided to can

second opinion...

I can't claim to be a great fan of American football and I'm certainly no expert on it, but for sheer versatility, *NFL Quarterback Club '98* gets the touchdown. The animation and graphics are second to none; the PlayStation version was sacked in the endzone as Sony's machine just wasn't up to it. I've no idea how realistic the plays are, but they somehow 'feel' right. After a while you know where your players will run and can act accordingly. Not everyone can enjoy a game of gridiron, but even if you're not a fan it's worth renting *NFL '98* and giving it a go. If it doesn't win you over, nothing will.

Ian



development of the PlayStation version of *NFL QB '98* and *Turok Dinosaur Hunter*, because there was no way that they could hope to have matched the quality of the N64's version.

It is a crying shame that the majority of N64 owners in the UK won't give *NFL Quarterback* a look-in, for the simple reason American football lacks mass appeal this side of the pond. I don't suppose there's a single thing I could say to make detractors feel any different, but to put things in perspective, Acclaim have recently released sales figures showing the game is outselling



LET'S SEE THAT AGAIN SHALL WE?



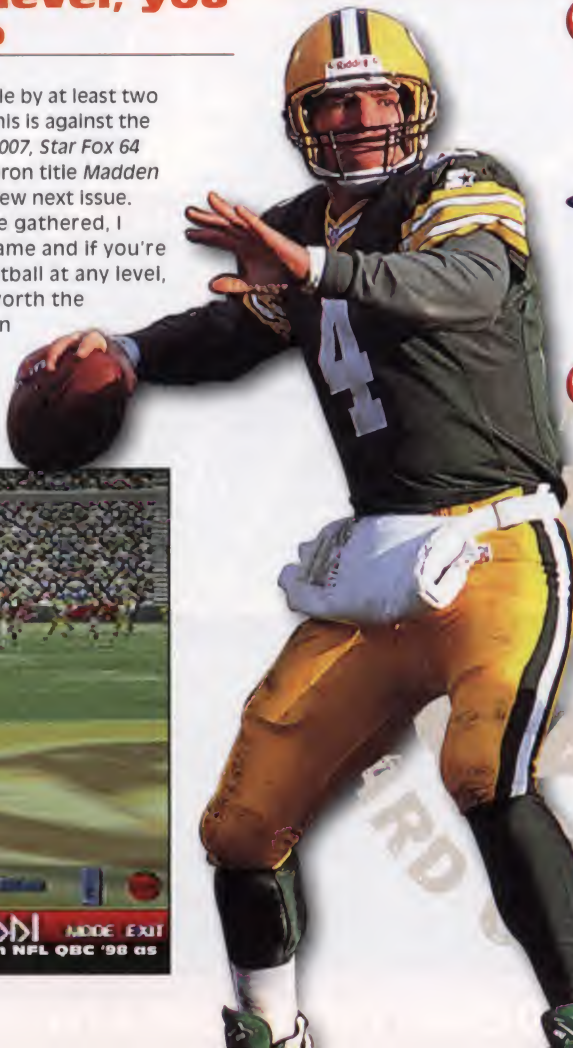
Yeah, I know you've all seen sports game replays before, but nothing on a par with the level of the sophistication of this game. This action replay system allows you total freedom to view the action from any angle you like, frame by frame. It really is a thing of beauty to behold. Every play can be analysed in minuscule detail. The TV stations would die for this system. The sequence below takes place in a split second of action, and if I had the space or inclination I could have filled all four pages of this review with a frame-by-frame analysis of Washington's Terry Allen's touchdown drive. Sure would have saved me a lot of work...



As you may have gathered, I simply love this game and if you're into American football at any level, you will too

every other N64 title by at least two to one in the US. This is against the likes of *GoldenEye 007*, *Star Fox 64* and the other gridiron title *Madden 64*, which we'll review next issue.

As you may have gathered, I simply love this game and if you're into American football at any level, you will too. It's worth the price of the N64 on its own. **Pete**



verdict

98

GRAPHICS

An emergency jaw-wiring service had better be advertised on the packaging to avoid a nationwide medical crisis as gamers get their first look at this baby.

SOUND

70

The grunts, groans and hits are all fine. But let's face facts - Marv Albert is a babbling fool!

96

GAMEPLAY

Does anything really rewarding in life come to you without some effort. *NFL QB '98* is no different.

LIFESPAN

95

A sports fan's desert island game. Simply thousands of hours of gameplay lie within this cartridge.

OVERALL

Acclaim's *NFL QB Club '98* plays every bit as good as it looks. A full NFL license and the most authoritative set of options possible and we have the best American football game ever.

94

Wayne Gretzky's 3D Hockey



Ice hockey is the fastest team sport of all. Britain won't make the finals at the next Olympics, but will Wayne Gretzky's 3D Hockey put in a gold medal performance?

DEVELOPER
Midway
PUBLISHER
GT Interactive
TELEPHONE
0171 258 3791
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
One to Four
MEMORY CARD
Yes
RUMBLE PAK
No

Once again GT have done a decent job of the PAL conversion. There's no slowdown, no black borders and no sloppy animation problems; indeed, the game's exactly the same as the import version Pete reviewed way back in Issue Two (which is still available at a bargain price through our back issues department. See Page 72 for details - 64 extreme's bank manager).

Like *NBA HangTime*, *Wayne Gretzky's 3D Hockey* is arcade action orientated, though it isn't as lacking in depth as its basketball-inspired stablemate. Its graphics and animation looked superb in the early days of Nintendo's wonder machine,

appeals to purists and fans of the sport. The size of the rink can be changed from arcade (small) to regulation (realistic), you can have three, four or five players per team and can activate arcadey features such as the puck streak, where a puck hit at speed leaves a trail as it flies across the rink.

When a defender slaps the puck from his own end, firing deep into his opponent's half (possible in icing-free arcade mode), it often overtakes the scrolling and leaves the screen. This is bloody annoying. The commentator talking drivell doesn't help matters either. Why do Americans like these rent-a-mouths?

Worse still is the variable artificial

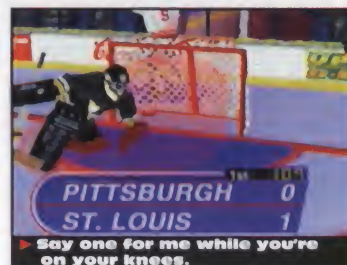
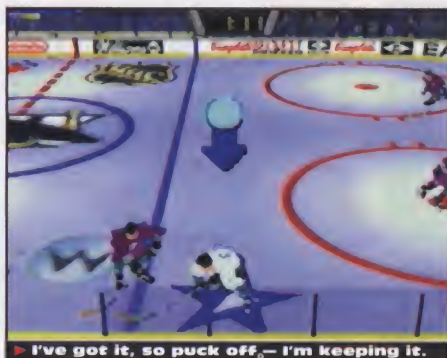
The game's biggest fault is its variable artificial intelligence

but with games like *GoldenEye 007* showing just what can be done with 3D modelling, they're now a little jaded; more like Micheiln Men than athletes. The rink looks distinctly second rate too. Even if the visuals are a little weak, the speed is mega impressive. You can choose between arcade and simulation modes, the former relaxing rules such as icing and interference. Simulation mode has all the rules activated, and

intelligence. The game boasts a 'learning curve dependent on the game'. What this means in effect is when you pull ahead, the opposition become more skilful. You usually go two or three up without reply and then concede several on the trot. As well as being irritating, this also offers an easy way to win. Go through the game wasting time instead of going for goal, and with around 20 seconds

to go play for real and blast in a few goals. The final hooter goes before the AI can compensate and you've won.

None of this is an issue in multiplayer mode. Up to four people can compete, bodychecking, slapshotting and fist fighting (yes, scraps are catered for). The game's a treat with a few mates, but not so hot on your own. A bit like life, really. Ian ●



verdict

70 GRAPHICS

Once wowed, now only average. The N64 can do better than this.

SOUND

Will someone sack that commentator BEFORE I SHOOT THE BUGGER!

65 GAMEPLAY

Dodgy planning brings down the one-player game. It's a hoot with a few mates, though.

LIFESPAN

Fun with friends, but tedious against the CPU. Sports games are always better when played against humans.

OVERALL

Wayne Gretzky's 3D Hockey isn't a disaster. In multiplayer mode it's a rave, but playing on your own is predictable and unsatisfying. Let's hope for an EA Sports hockey game.

70

second opinion...

I first reviewed *Wayne Gretzky's 3D Hockey* so long ago, I now feel nostalgic for it. About time, GT. I was very impressed at the time and still think it's a cracking sports title. The four-player mode is great and the action never lets up for a second. I don't agree with Ian's 70%, but now give it 80% (five percent less than when I originally reviewed it), even though it's not without its flaws, which Ian covers in the review. Sports fans should at least check it out. Pete

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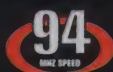
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Clayfighter



Our putty pals take arms once more, punching the Plasticine out of each other in their quest to, erm, something or other. Is it great or does it grate? Read on...

DEVELOPER
Interplay
PUBLISHER
Interplay
TELEPHONE
01628 423666
RELEASE DATE
Out Now
RRP
TBA
PLAYERS
One to Two
MEMORY CARD
No
RUMBLE PAK
No

This game's an unprecedented disaster. *Cruis'n USA* had you battling bad design as much as other racers, but winning still gave some feeling of achievement. *The Glory of St Andrews* suffered from bad controls and appalling graphics, but few Importers bothered to stock it anyway. *Mah-Jong Master* never pretended to be something it wasn't; no one was cheated. For sheer incompetence, *Clay Fighter 63 1/3* eclipses these previous low-scorers and establishes itself as the worst N64 game to date. It's difficult to find a good word to say about *Clay Fighter*. Its only real strength is that at times it can (as intended) be genuinely amusing. Hounigan's chicken-hurling antics

The jokes soon wear thin and they certainly don't compensate for the appallingly lame gameplay



The fighters are so disgusted they walk off in a huff.

raise a smile, as do Boogerman's farting attacks. One or two of the 'clayallies', send-ups of *Mortal Kombat* finishing moves, are reasonably satisfying first time you see them too. However, the jokes soon wear thin and they certainly don't compensate for the appallingly lame gameplay.

For those not familiar with the SNES 'hits' (anagram), the characters are made of a Plasticine-like material

FIGHTING FLOPS

For anyone who's still interested, here's a round-up of every crappy character in the game. Wallace and Gromit would have them all.

Blob

A SNES leftover, this guy fights by morphing himself into hammers, axes, cannons and the like. It's ridiculously awkward to chain together attacks with Blob.



T-Hoppy

This violent rabbit is probably the strongest character in the game. His brutal punch has a good range, and his specials aren't as ridiculous as some of the others.



Icky Bod Clay

This guy's lack of legs make him unconvincing in a fight. How can you time your kicks with bedsheets for limbs?



Taffy

This stringy creation is difficult to control. When he animates, he looks like a bowl of spaghetti.



Bad Mr Frosty

Not the fastest character in the game, but Bad Mr Frosty is pretty strong. He's hard to beat, even if he's your first foe.



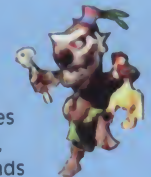
Earthworm Jim

Another strong character. Earthworm Jim's gunshot is a respectable missile move, but he would have been better advised to stick to his own games.



Hounigan

This guy's moves include throwing chickens at his foes and using ghostly, dismembered hands in attack. His standing block involves hiding behind a face mask.



Sumo Santa

This fat fool is a secret character. He looks spectacularly unconvincing in a scrap, but despite his size he's no slower than the other fighters.



Bonker

This clown moves like Jackie Pallo. For his missile move he sets his cat on you. Convincing, eh?



Dr Kiln

This boss man can be played using a secret code (see the Hidden Extras section for details). He's fairly straightforward to use.



Kung Pow

The kung fu cook is one of the more playable characters in the game, though his ridiculously large hands and feet make linking moves tricky.



Boogerman

Boogerman's belch and fart moves are intact. He's fairly fluid compared to the others, but animates just as badly.



rs 63 1/3

second opinion...

After five minutes of playing *Clayfighters sixty three and a turd* (to use its full title), your mind starts wandering to far more interesting things. Like what to have for tea or the Minogue sisters wrestling in a paddling pool filled with baby oil. Anything to divert your attention from this dreadfully boring, badly implemented, virtually unplayable joke of a game. A complete insult to the N64. Pete



Taffy looks like a bowl of spaghetti when he fights.

Street Fighter 2. Unfortunately, the one thing they didn't steal was *Clay Fighter's* playability.

Clay Shiter's most immediate fault is its animation. It's so jerky it's difficult to time your attacks properly. Opponents' fists seem to teleport into your face, leaving little opportunity to block, and individual strikes are so slow combos seem unconvincing. Half the time you

screen darkens, a star appears near the character's fists, light pulsates from every pore of the powered-up predator and a blind man could see it coming from a mile off. Block and you suffer some (but much less) damage, though if you get your own blow in you can stop the shadow move all together. Not that this is easy, even when you anticipate it. You can't interrupt your own actions and block instead, so if you're throwing a punch as the screen darkens, you're stuck. It takes ages to execute many of the moves, so you're often hit by attacks you should be piddling over. Can you imagine how frustrating this is?

If all this wasn't enough, there are further, minor problems with the game. It isn't as 3D as it pretends; the shoulder and 'Z' buttons moving the



Is the toffee-like creation flashing a mirror at the camera?

isn't going into his tills quickly enough. Instead you've a console gamer who's spent a lot of money on your cart, and doesn't appreciate being forced into a game before he's ready for the heinous crime of flicking through the manual for his character's special move list before he picks his fighter and launches himself into the fray. End of rant. Ian

verdict

51 GRAPHICS

Looks good when still, but dreadful when animated. Its stodgy frame rate isn't up to scratch at all.

62 SOUND

The totally tinny effects make you want to kick the speakers in. Dreadful stuff by anyone's book.

29 GAMEPLAY

Fails to make the grade on any level. It's mildly amusing for a (very) short while, but not if you've paid good money for it.

31 LIFESPAN

Depends how quickly you can find a mug to buy it off you. If you find one, grab him and hold on to him.

OVERALL

This cart is now a permanent fixture in the office - as a doorstop in the bog. Avoid this pungent pile of pulsating puss at all costs.

30

A pumpkin-headed plonker with no legs aiming kicks at a man made of stringy toffee isn't conducive to skilful, precise blows

and animate similar to everyone's TV hero Morph. If Tony Hart were dead, he'd turn in his grave. The animation models are the only original part of the game - everything else is shamelessly derivative. Similar special moves are found in most beat-'em-ups, the shadow moves are pinched from *Street Fighter Alpha* and the finishing moves from you-know-where. Even the basic strikes (top buttons to punch, bottom set to kick) are taken from

break off and block, not realising you've successfully chained the moves. To add insult to injury, computer-controlled characters manage them much more fluidly than a human player ever can. The twisty, warping characters make timing all the more difficult. A pumpkin-headed plonker with no legs aiming kicks at a man made of stringy toffee isn't conducive to skilful, precise blows which can be followed up effectively.

Shadow moves, achieved by charging your shadow bar and pulling off a move, are much more fluid; this is mainly because once started you're not entering individual moves. Trouble is they're telegraphed in the most ludicrous way possible. The

scenery around the characters, not yourself around your foe. The background graphics often disappear as you near them, though some block your view of what's happening, giving the game a tatty, unfinished look. Even setting the skill level causes problems. The default (NORMAL) is logical enough, but can you arrange DUDE, PSYCHO, COOKIE and WOH from easiest to hardest without consulting the manual? *Clay Fighter 63 1/3* is a game that fails on every level. Although it raises a smirk at times, it's nowhere near as funny as it tries to be and those who've spent the best part of £60 on it won't see the joke at all. And one last note to beat-'em-up programmers; a console is not a coin-op. You've no need to put a time limit on choosing a character, then forcing selection when the timer runs out. If a player wants to go to the bog or make a cup of tea at that precise time, let him. There isn't a queue of people waiting for the machine, 50p's held tightly in sweaty palms, and no arcade owner cursing the fact that their money



If I was in this travesty of a game I'd hide my face with embarrassment too.



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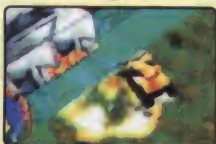
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Mario Kart 64



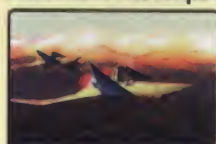
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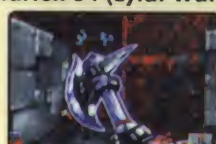
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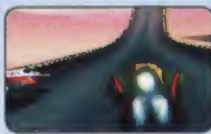
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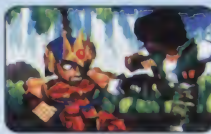
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Mace: The



Every month that passes brings along a new one-on-one fighter for us to review and we trot out the question, 'is (INSERT GAME TITLE) the fighting game that the N64 has been waiting for?' Well, is Mace: The Dark Age the fighting game that the N64 has been waiting for?

DEVELOPER
Midway
PUBLISHER
GT Interactive
TELEPHONE
0171 2583791
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
Two
MEMORY CARD
Yes
RUMBLE PAK
No

A year after its release the Nintendo 64 is still without a well-rounded quality fighter. Atari Games and Midway (the same duo responsible for *San Francisco Rush* and *Wayne Gretzky Hockey*) have once again teamed up - this time to produce the Nintendo 64 port of the arcade fighter, *Mace: The Dark Age*.

Mace pits ten main characters

dispatched on a quest to recover the mysterious Mace, and thus, the game begins. My stars, what an original plot line!

If we were basing our review on looks alone, *Mace* would receive very high marks indeed. The graphics are noticeably crisp, boasting anti-aliased characters and backgrounds. The art and character design of the game is also very well done and

equally as impressive, with a variety of fighters to choose from. In addition, backdrops are partially animated, with moving clouds, burning fires and flowing streams. However, there are problems, the biggest of which lies in character animation and frame rate. Possibly because of the attention to detail, character animation is sometimes choppy and because of that,

If we were basing our review on looks alone, *Mace* would receive very high marks indeed

(plus two bonus and two more hidden) in a battle to recover the Mace of Tanis, a magical artefact that can restore order and peace to their lands, which have run rampant with disease, murder and chaos. Behind this corruption lies Asmodeus, a dark magician who thrives on the anarchy and pain of the world and who, incidentally, also holds possession of the Mace. As expected, the best fighters from around the medieval planet (Europe: A.D. 1300) are gathered and



gameplay suffers. The backgrounds on the whole look great but overlap now and again, but that's really nothing more than a minor annoyance.

There's a grand total of 14 fighters, including two bonus and two hidden. The list consists of Al Rashid (an Arabian assassin), Countess Taria (priestess of black magic), The Executioner, Koyasha

SPANKING THE SPANKY

I'm sure you are all familiar with 'spanking the monkey', well in *Mace* you can in fact spank the Spanky! *Mace* includes a practice mode in which players can battle it out against a dummy (named Spanky). No time limit or boundaries - just good old fashioned violence the way it ought to be, one-sided.

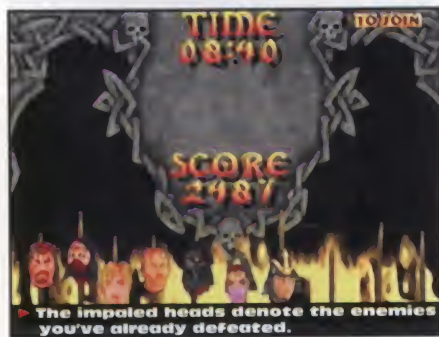


The Executioner's pit is filled with menacing power bar draining hazards, such as huge swinging blades and deadly acid pools.

Dark Age

second opinion...

Mace: *The Dark Age* is no all-time classic, but it's certainly the best beat-'em-up so far on the N64. Its characters are interesting, the graphics well-drawn and the mix of funny and gory fatalities works well. The animation could be improved though - your timing is often hampered by lack of frames. I'm sure there's a better fighting game in the N64, but it hasn't arrived yet. Until it does, you could do better than buy this one. **Ian**



The impaled heads denote the enemies you've already defeated.



He looks butch, but steroids have made him impotent.



Today's news... Chinaman pole-vaults Clay Fighter reject.



Now I ask you, would you let your daughter out in that outfit? I blame the Spice Girls myself.

The gameplay is standard and unoriginal but, once again, not bad

(Ninja), Lord Delmos (an evil Knight), Mordos Kull (warrior for hire), Namira, Ragnar Bloodaxe (a berserker from the icy fjords), Takeshi Tsunami (Samurai), Xiao Long (Blind monk), Sir Dregan (dead warrior), Ichiro, Gar Gudrunson (dwarf) and Hellknight (a demon from hell).

Each character can perform a number of different moves and combos as well as fatalities. The fighting system is a lot like *Street Fighter* in that there are projectiles and spells as well as close battling. Koyasha, for example, has the ability of throwing an electro-

effective, but can also sweep into an opponent, spin kick and finish with an ankle bite. All in all it's not a bad fighting system.

The controls can occasionally feel sluggish and heavy at times. I'm not entirely sure if this is how the development team wanted it or if frame rate and animation drops are

playing a hand. Don't expect a quick, fast-moving fighter, though, as *Mace* simply isn't. The game isn't slow, but it's not exactly fast, either. If you were happy with *Dark Rift*'s pace then *Mace* should be equally as satisfying.

The audio in *Mace* is merely average, with songs that fit each stage. There are over 14 different music cuts and 333 sound effects. The reason we know this is because Midway has also included an audio option in which players can listen to all the songs and play with all the effects. Which, of course, would make you a very sad man indeed if you sat through the lot (gully looks round the office from all).

Mace: The Dark Age probably isn't



The use of dramatic flare effects is becoming Midway's trademark.



Hold on - if both players are told to 'press start', who's playing the game?

going to blow anybody out of their seats. The graphics, despite a few minor drawbacks, are clean and good looking. The gameplay is standard and unoriginal but, once again, not bad. When it comes down to it, *Mace* has succeeded in beating *Dark Rift* as the best fighter on the Nintendo 64, but that's little to celebrate. As sad as it is, *Mace* isn't a really great fighter on Nintendo - it's more like the best of an average bunch. **Pete**

verdict

90 GRAPHICS

Very nicely drawn, well defined characters with some breathtaking backgrounds.

70 SOUND

Some average tunes but some are a bit crappy. Solid effects though.

75 GAMEPLAY

Competent but hardly anything new here, I'm afraid.

80 LIFESPAN

All the usual extra characters to find malarkey adds to the general longevity.

OVERALL

Best of the fighting bunch on the N64, for the moment anyhow!

83

F1 Pole Po



What's the difference between the Arrows F1 team and Tiger Woods? Tiger can drive for more than 400 yards. But what about Ubi Soft's F1 Pole Position? The 64 extreme crew rev their engines...

DEVELOPER
Human Entertainment Ubi Soft
PUBLISHER
Ubi Soft
TELEPHONE
0181 944 9000
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
One
MEMORY CARD
Yes
RUMBLE PAK
No

Hmmm... It's better than its previous incarnation as *Human Grand Prix* (Issue Three, 60%), but that's not saying much. It's far superior to *Cruis'n USA* (Issue One, 49%), but that's saying practically nothing. It's also the best Formula 1 sim on the N64, but that's only because it's the only one. In a nutshell, it's a reasonable game but not a remarkable one; even Murray Walker would find it difficult to get excited about *F1 Pole Position*.

Let's start at the beginning. *F1 Pole Position* is a much-improved PAL conversion of the loathsome *Human Grand Prix*. The driving model is greatly improved. The vehicles no longer slide around like rally cars and the ridiculously anonymous drivers and teams have been ditched in favour of an official license, albeit for last year's roster. Martin Brundle's in the Jordan instead of the commentary box, the Stewart team are absent and Damon Hill's back in his Williams alongside, erm... Driver X. Alas, Jacques Villeneuve has licensed his image outside the FIA, so he's not in this game at all. Purists can transfer drivers between teams using the Roster option, but you can't edit

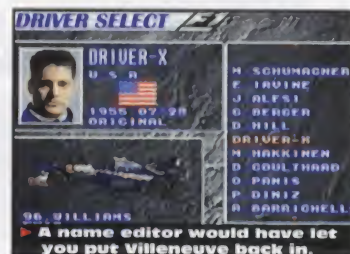


► Let's face it - fog is usually an excuse for bad graphics.

Even Murray Walker would find it difficult to get excited about *F1 Pole Position*



► Look at those smooth corners - not an angle in sight.



► A name editor would have let you put Villeneuve back in.



► Mirrors, signal, manoeuvre - oy, you didn't indicate!

their names to allow for new drivers or get Villeneuve back, which sums up the game's half-hearted attention to detail. You're stuck with out-of-date liveries too, a real pain for teams who have made drastic changes like McLaren, Jordan and Arrows. The 16 courses, based on genuine F1 tracks are still there, as are the World Grand Prix (race full season), Battle (one-off race) and Time Trials options. Alas, there's no multi-player mode, a devastating omission which seriously limits lastability and loses the game more points than a ten-second stop-

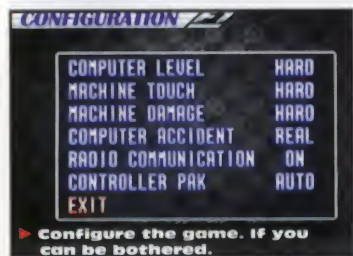
go penalty.

The lack of a multi-player mode is *F1 Pole Position*'s most obvious falling, but by no means its only one. There's nothing disastrous about the game, but nothing to set the world on fire either. It has no sparkle, no oomph, no pizzazz. It's a game without a heart; so workmanlike its jeans hang over its arse. Take a look at the screenshots. Are these really 64-bit graphics? The scenery is bland and emotionless, looking more like Scalextric tracks than genuine circuits. The grass is perfectly

sition



trimmed and impossibly green, the gravel traps look like Barbados beaches and the cars leave no marks on either when they drive over them. Both surfaces produce an alarmingly cartoony spray of dust from the wheels, though. Even the track itself looks spotless. The curious misspellings which only hint at driver and team names are gone, as are the slightly inaccurate liveries, but the cars still lack detail. Half the sponsors'



It's a game without a heart; so workmanlike its jeans hang over its arse



logos are missing, as are the racing numbers. In the pits your tyres (curiously spelt 'tires') change themselves - you certainly see no mechanics working on your car. Coupled with the tacky, too-clean off-track scenery this gives the game a cheap-and-nasty look, more like a child's toy than a genuine F1 tourney. The sound would be more at home on a lawnmower race than a Grand Prix, and the commentator, when he

speaks at all, states the obvious in an almost bored voice.

The Nintendo 64's capable of a lot more. Hell, even the PlayStation's capable of a lot more, and it got it too - the graphics on Psygnosis' celebrated *Formula 1 97* are far more realistic and involved than this, with tyres leaving skidmarks on and off the track.

MEET THE TEAMS...

With constant line-up changes and driver positions going up and down like the Spice Girls' knickers, it's difficult to keep track of who's doing what. Here's an outline of who was where in the 1996 F1 season.

Arrows-Hart

The familiar blue and white liveries (most often seen on the trackside after a retirement) is gone in favour of last year's red design. The drivers are Jos Verstappen who this year drives for the even less successful Tyrrell and Ricardo Rosset, who moved to the new team Lola-Ford, who failed to qualify for the first few races and then pulled out.



Benetton Renault

Despite two Drivers' and one Constructors' Championships under their belt, 1996 wasn't a good year for the Benetton team. They've got two of the most experienced drivers in Formula 1 and seriously powerful cars though - perhaps you can rewrite history.



Ferrari

Schumacher and Irvine team up in Italy's favourite team. Ferrari wasn't as strong in the '96 season as they are this year (they suffered reliability problems), but with the best driver in the world on their team they can never be taken lightly.



Forti-Ford

A Montermini and L Badoer team up in this now-deceased racing team. It's hardly surprising they fell by the wayside with the much-maligned Ford V8 engine powering the wheels.



Jordan-Peugeot

Jordan-Peugeot changed both drivers and their livery at the end of this 1996 season. Don't expect Ralf Schumacher, Giancarlo Fisichella and a snake-headed yellow car. Instead you get Reubens Barrichello (now with the Stewart team), Martin Brundle (in Murray's commentary box) and a gold-coloured car.



Ligier Mugen-Honda

Now called 'Prost-Mugen Honda' and boasting Shinji Nakano, last year the Ligier team paired Olivier Panis with Pedro Diniz. They weren't as tough, but Panis is a great driver. Perhaps you can improve on their '96 performance. →



...MEET THE TEAMS

→ McLaren Mercedes

Using the traditional red and white Marlboro livery, the McLaren drivers are Hakkinen and Coulthard. The '96 season was their third winless year, but they came back with a win in Australia in the first race of 1997. Mr Marlboro picked the wrong year to withdraw sponsorship.



Minardi-Ford

Not the most successful team in Formula 1, but they certainly work hard. For the '96 season Pedro Lamy was paired with current Jordan driver Giancarlo Fisichella, who's going to Benetton next year. The Ford V8 engine was hopelessly underpowered, so don't expect much success.



Sauber-Ford

This year's Williams driver Heinz-Harald Frentzen teams with Britain's Johnny Herbert in the '96 Sauber team. Johnny's a great driver, but with a name like that he sounds like a character from Viz...



Tyrrell-Yamaha

Mika Salo's a decent driver and Katayama's fairly solid, but the glory days are long gone for Tyrrell. The '96 car is better than their current hopelessly underpowered Ford V8, though.



Williams-Renault

Race with Damon Hill, where he belongs - in a top drive. This was Damon's championship year, before being dropped in favour of Heinz-Harald Frentzen, who's only won once since taking over. Team boss Frank Williams must be kicking himself.



Naturally, these considerations take second place, with gameplay on pole position. The game puts in a better performance here, but by no means a world-class drive. The racing itself is quite satisfying. You need your brakes on the bends - no holding the accelerator throughout the game and sliding round corners *Cruis'n USA*-style here. Taking the racing line saves you a few seconds a lap, which is always a good thing.

However, the game as a whole fails between two stools, unable to decide whether it wants to be an arcade outing or a simulation. You can change just about any aspect of the car's set-up, including downforce, steering weight, tyre grip and compound,



It makes all the right noises, but lacks a soul

suspension and braking. Arcade freaks won't want to bother with this bunkum, preferring to just race. The game's hardly suitable for realism buffs, though. The computer takes over control of your car as you enter the pits, too bloody soon on some courses. One wheel out of



place and you pit in accidentally. Crashes are crap too. When vehicles come together they bounce off each other like rally cars, and there's no decent crash animations.

Aside from minimalistic prangs with rival vehicles, other crashes are equally uninspiring. Hit a wall at 200mph and the damage setting on 'Hard' and you just stop. Chances are your car's knackered, but suffers no VISIBLE damage. This gives the impression of a Dinky car hitting the skirting board rather than a life-threatening accident. It's a real bugger getting onto the track again too - reversing is impossible (doh!), so you have to bounce your car off the barriers to turn. If it wasn't trashed in the crash, it will be before



second opinion...

I had high hopes for *F1 Pole Position*, since a lot of work has been put into converting it from *Human Racing*. But I'm afraid it still falls into 'not bad' category for me, and by that very token it's also 'not good'. *F1 Pole Position* is just so bland, whilst at the same time being very competent. Ian's being a trifle mean giving it a sub 70% score; personally, I would have given it 75%.

Pete



It doesn't crash and burn, and gets nowhere near the podium

front this easily? As stated earlier, you're faster than the computer-controlled cars; the skill in the game is avoiding mistakes. If you put your foot down from the 'off', you should be in the points by the first bend. No, this game should be treated as a traditional arcade extravaganza, where your car drives faster than your opponents' vehicles but they rarely make a mistake. Perhaps it's best to ignore the simulation pretensions, sticking with default



set-up until you know what you're doing (and probably for ever more after that).

There's nothing disastrously wrong with *F1 Pole Position* (except, perhaps, the appalling lack of at least two-player racing), but there's nothing to scream positive about either. It's riddled with minor faults, and its general half-heartedness brings it down. It makes all the right noises, but lacks a soul. It doesn't crash and burn, and gets nowhere near the podium. **Ian**

verdict

50

GRAPHICS

The N64 is capable of much, much more than these lifeless offerings.

SOUND

45

Bland and minimalistic. Thankfully, you can turn off the irritating messages from the pits.

73

GAMEPLAY

There's fun to be had here, but with a little more enthusiasm it could be so much better.

LIFESPAN

60

There's not much to keep you playing, especially with no multi-player option.

OVERALL

Not a disaster, but certainly not a classic. Wait for a better F1 or Indy Car game.

68

A MATTER OF PERSPECTIVE...

There are seven different perspectives on offer in *F1 Pole Position*, three in-car shots and four viewed from behind. Trouble is, they're so damned similar. The camera only moves a few degrees on the 'chase' viewpoints, and the in-car perspectives are basically the same with different (or 'no') parts of the car on show. Where's the bird's eye overview, or the long-distance shot? The perspectives on offer are fine individually, but taken as a whole they reflect perfectly the lack of sparkle offered by the game.



GoldenEye

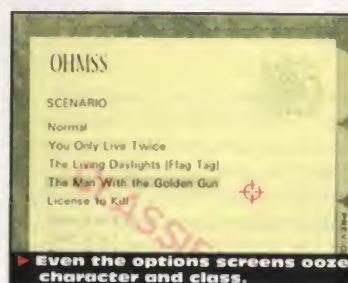


In an industry full of hype and easily won/bought praise, it can be difficult to convey genuine, positive feelings for a game that truly deserves to be acclaimed as a classic, groundbreaking piece of software. GoldenEye 007 is such a game...

DEVELOPER
Rare
PUBLISHER
Nintendo
TELEPHONE
01703 653377
RELEASE DATE
Out Now
RRP
£49.99
PLAYERS
One to Four
MEMORY CARD
Not required
RUMBLE PAK
Yes



► Take out the guards with your trusty Waltham PPK...



► Even the options screens ooze character and class.

Ah, my beloved *GoldenEye*, how many ways do I love thee? More than any other game that I have ever played before? Quite possibly. You just couldn't become any more attractive and gorgeous, could you my little poopsie? What's that? You have just been converted for PAL

intended!) that really grabs our imagination. I knew that *GoldenEye* was going to fall into this category when we first got the NTSC version of the game and I saw the effect it had on our reviewer (the dearly departed Dazza). He went from a cynical old games hack to a born again games freak almost overnight.

movement. At first you sit back and watch the enemies walk back and forth, trying to convince yourself that they aren't real people. It makes the game feel kinda personal and far more realistic. The control method is tricky at first and may put some less patient people off, but for Christ's sake persevere; you soon get used to it, and besides there is a ridiculous amount of different control configs to choose from.

The graphics are the best I have ever seen in a video game. Great colour palette and the detail is very good. The enemies and friends in the movie are almost exact copies in the game. Even with the quality of graphics being superb, the frame rate is way up there. The death animations are excellent. If you shoot

The first thing you notice is the amazing detail and unbelievable movement

machines and you're even more fantastic looking and playable? Yes it's true PAL *GoldenEye* has the benefit of an extra 100 lines of TV code and looks even better for it.

It is nigh on impossible to convey in a mere two page review the magnificence of this game. When you work with games on an everyday basis, such as we do here in the 64 extreme pleasure palace, it is easy to become blasé about them. It is a rare game indeed (pun

He was even taking the darned thing to parties with him!

The first thing you notice is the amazing detail and unbelievable

the guy in the nuts he falls over in pain, begging for you to shoot him and put him out of his misery!

The sound effects are all spot on.



► Take out the terrorist to free the hostage. It's not easy...



► Can you get Sky Sports with that? Let's watch the match.



► When playing Live and Let Die, look for sneaky kills.



► I hope you're not stealing John Denver's experimental aircraft...

007

second opinion...

Wow - if there's a better game on any system, N64 or otherwise, I've yet to see it. *GoldenEye 007* is simply amazing. RPGs aside, it's extremely rare to find a game with such a dynamic plot. You really care about what happens. The pace of the game changes from level to level, some being fast blasters, others stealthy shooters. This is *Doom* with attitude. For once, you can believe the hype. This is the best game ever. Ian



► Natalya becomes your ally after you bust her out of jail.

The explosions sound great, and the in-game music captures the mood of the Bond movie perfectly. Moving on to the gameplay, I would have to say this is what makes this game simply amazing. I found that the interactivity in the game provided a much better experience than I imagined possible in a *Doom*-type game. You can shoot through some doors, blow up satellites, drive tanks and even blow up gas containers



► Oh, the hokey kokey!



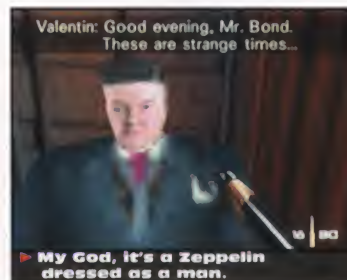
► That's handy; somebody has left 007 some body armour.



► Bond puts a guard out of his misery after a nasty case of the shits!

This is simply the best game I have ever played. You must own it

(creates some wicked green fog and just kills your opponents after they cough twice). Shooting holes in the wall is a lot of fun. If saving scientists is not an objective, once one starts to run away, chase him down and give him a good whack on the head with your sniper rifle. You saved his life after all! The weapons that you can get your hands on in the game are fantastic and handle very realistically, including throwing knives, rocket launchers, grenades, auto shotguns, pistols, a bunch of strange Russian automatic rifles and,



► My God, it's a Zeppelin dressed as a man.



► And all because the lady loves Milk Tray...



► A four player frenzy in full swing. Check page 65 to see the strange effect this mode has on drunken hacks!

of course, the Golden Gun.

In one player the game is a joy to play. Each level has a striking resemblance to the movie and all the different enemies make it a unique experience. I will tell you this, I got SCARED

playing certain levels. Why, you ask? Because I got so emersed in the plot that I actually felt like James. How many games have ever grabbed you like that? Not many I should think. The missions are diverse and well thought out. You might have to blow up a helicopter, attach a tracker on it, save hostages or break out of jail. As for how much fun this is in the multiplayer mode, well just check out this Issue's Four Player

Frenzy to find out!

GoldenEye is close to perfect. It has, in my eyes, redefined the first person shooting genre and upped my expectation level of other action games (over to you, *Turok 2*). This is simply the best game I have ever played. You must own it. Pete ●

verdict

98 GRAPHICS

Sharp, crisp and fluid graphics. The animation on the other characters is chillingly lifelike.

SOUND 96

Bond-like scores accompany the action perfectly, coupled with terrific effects throughout.

98 GAMEPLAY

One of the best structured games ever. Each level gels together to involve you in the plot. Compulsive and perfectly paced action.

LIFESPAN 96

Three different difficulty settings ensure that every player's ability is catered for. Finishing the game on each can become an obsession!

OVERALL

All absorbing and totally immersive in one player. An absolute riot in the multiplayer modes. More than a game, an experience not to be missed.

98

Lylat Wars



What can you say about Lylat Wars that hasn't been said before? Not much, except 'it's out now in PAL format'...

Right, let's get the wisecracks over and done with before we start. *Star Fox 64* is called *Lylat Wars* in the UK, and lampooned as *Lillet Wars*. 'Now with wings!' We can now play the game without an applicator - sorry, 'adaptor'. Available for a short period. Buy it in a 'no strings' deal. Happy now? Good - let's get on with the review.

Lylat Wars is an impressive 3D shoot-'em-up, who's main strengths are its terrific atmosphere and spectacular design. The UK version is fully PAL-optimised, with no slowdown or black borders. The game you get here is thus exactly the same as the import version, but doesn't need an adaptor and doesn't cost import prices.

Two types of 3D action are offered in *Lylat Wars*. Scrolling sections have you flying into the screen, with the ability to speed up, slow down and (to a degree) move along vertical and horizontal planes. Imagine flying down a corridor, unable to turn back or move further than the walls allow and you get the idea. Free-flight environments offer similar movement, but complete freedom to move in a limited arena, you can turn back on yourself, but there's a

radius. Because of the time it takes to reach its target, you really have to anticipate where to fire your bombs. Lasers can be upgraded by collecting the inevitable power-ups. Other collectibles offer more energy, a larger energy bar, extra bombs and repairs to a damaged wing.

Your craft has a few tricks up its sleeve too. If you've an enemy



strafting foes. If you need to squeeze through a tight spot, turn your craft on its side to present a narrower profile. If in real trouble, a barrel roll



► Don't you eyeball me, big head! I'll bomb your eardrums...



► To get to this boss you have to fly well during the stage.

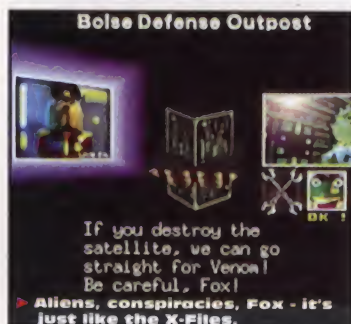
behind you, perform a barrel roll and get him in your sights. On free-form stages you can also do an Immiemann Turn and fly back the way you came; very useful for

throws off your enemies. These manoeuvres offer a real boon to the game's playability, adding interest without making the craft unwieldy and awkward.

The Arwing isn't the only machine on offer either. There's a nifty submarine, which moves in a similar way to the Arwing but with differing handling characteristics, and a tank called the Landmaster. This isn't as convincing as the other vehicles. The game as a whole was written with three-dimensional movement in mind, so controlling a ground-based vehicle like a tank feels clumsy and unnatural. The tank can take to the air using a rather silly hover function, but it still feels out of place

DEVELOPER
Nintendo
PUBLISHER
Nintendo
TELEPHONE
01703 623200
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
One to Four
MEMORY CARD
No
RUMBLE PAK
Yes

The UK version is fully PAL-optimised, with no slowdown or black borders



If you destroy the satellite, we can go straight for Venom! Be careful, Fox!

► Aliens, conspiracies, Fox - it's just like the X-Files.

limit to how far from the centre you can wander. This is a little like flying inside a room - you can go anywhere and do anything as long as you stay within set boundaries.

Your Arwing is a capable craft with two main weapons. Pepper the 'A' button to fire its laser, or hold it to 'charge' the gun, holding an enemy in your sights to lock on and guarantee a hit. The 'B' button launches a bomb, taking out everything in a reasonably wide

second opinion...

Shortly before *Lylat Wars* arrived in the office I was dusting off my soap box, so I could get on it and loudly complain about how lazy Nintendo were for not bothering to PAL optimise any of their own games. And then it arrived and I was amazed to find that it played at full speed, full screen and it looked even better than the import version. Deep joy! *Lylat Wars* is a top-class game who's biggest fault lies with being lumbered with a stupid name. **Pete**



The game's undoubted major selling point is its excellent design

scrapyard to the ever-damaging molten lava level, from the dastardly dogfighting with the Star Wolf team to the swooping and strafing of the first boss, from the meaty caution demanded by the submarine level to the 'trash 'em by the ton' mayhem in the enemy satellite. This game grabs you by the balls with the first shot and refuses to let go until the 'game over' screen.

Like most games, *Lylat Wars* offers easy, medium and hard modes. Unlike most games, these aren't selected from a pre-game option

screen, but earned by your actions on each stage. You start on Corneria, where you must fight your way to one of two bosses. Keep Falco alive and fly through a series of hoops en route and you fight the cruiser boss, then move to the harder planet. Fail in either task and you fight a huge robot and go on to the easier planet. To continue on the harder routes you must complete similar tasks on each planet you visit, culminating in a fight with the big boss and the better end sequence. The game's a cinch to beat taking the easy route - this won't take you long at all. You still come back for more though, as you haven't seen all the levels. Even when you've played every planet and beat the baddies on the harder as well as easier routes, there's still more to do. Achieve a spectacular hit rating and you win a medal. Get medals on every planet and you get an expert mode. You can also use the Landmasters in multiplayer mode. Complete the game in expert mode and you can tackle the multiplayer game on foot. It's



forethought and attention to detail like this which make a game a classic. Completing it the easy way is, erm, easy, so it never frustrates. Grabbing every medal is a nightmare, though, so there's always a challenge.

Yep, the N64's first shooter is a worthy winner. Attention to detail at every stage wins it great plaudits, and packaging it with the Rumble Pak at no extra cost offers a real bonus. Well worth your Christmas dosh. **Ian**

verdict

96

GRAPHICS

Could they be any better? We certainly can't see how. They're atmospheric and brilliantly animated.

SOUND

90

Adds to the atmosphere no end. Great to have English speech too.

92

GAMEPLAY

Clever and original structure makes the game really appealing.

LIFESPAN

88

It's a little easy, but winning medals and finding alternative routes keeps you coming back.

OVERALL

The N64's first shoot-'em-up is a real rip-snorter. Its playability is second to none, the plot interesting and unobtrusive and for once you actually feel sympathy for the characters.

93

MEGA MANUAL

Nintendo have certainly gone to town with the presentation of *Lylat Wars*. Not only is the Rumble Pak included at no extra cost, the whole package is offered in an out-sized box with a snazzy, giant-sized full-colour manual. Compared to a normal-sized instruction book it really looks impressive.

The game's also been backed with an impressive advertising campaign, including the excellent cinematic poster ads seen in many N64 mags.

What next? A Star Fox movie? We recommend Basil Brush for the title role...



Doom 64



Dark corridors, evil-smelling creatures, blood-curdling sounds, menacing grimaces; it's just another day at the 64 extreme offices. Oh well, at least the UK copy of Doom 64's arrived.

DEVELOPER
Midway
PUBLISHER
GT Interactive
TELEPHONE
0171 258 3791
RELEASE DATE
Out Now
RRP
£59.99
PLAYERS
One
MEMORY CARD
Yes (and passwords)
RUMBLE PAK
No

There can't be many who haven't heard of *Doom*, the PC rave that took the gaming world by storm a few years back. Hopefully you've read our review of the Import game in Issue Three, in which Pete said it was, 'a classic conversion of one of the greatest games of all time'. He wasn't wrong, but the gameplay as a whole is showing its age in a big way.



▶ Language! It's the alien laser, and it's exclusive to this version of *Doom*.

A classic conversion of one of the greatest games of all time

For those who don't know (both of you), *Doom* is a blast-'em-up set in an interactive 3D world. Look at the screenshots; it really looks that good, with smooth scrolling and complete freedom of movement. Unlike many 3D games, you're not restricted to walking pre-set paths defined by the programmers and the graphics don't update in blocks, RPG-style. Don't stand around admiring the scenery for too long. The *Doom* world is infested with all manner of hideous horrors. Dead Marines are

turned into Zombie Men or Shotgun Guys, who are too slow and too thick to present problems. Imps and their stronger counterparts, Nightmare Imps, hurl fireballs at you from afar and tear you to ribbons with tooth and claw close in. Bull demons have no long range attack but their bite is so harsh they could eat Vanessa Feltz whole. Watch out too for Barons of Hell, Mancubi, Lost Souls and the fearsome, terrible Cyberdemon.

Although there are only 32 levels in *Doom 64*, they're longer and more

involved than in previous *Doom* outings. The game engine has been completely rewritten to make use of the N64's processing power. Unlike lesser machines' *Doom* games, walls don't pixelate when you're close to them. All 32 levels are exclusive to our ace machine, as is the secret weapon, the alien laser. The puzzle and strategy elements are still there, with conservation of ammo and using the most appropriate weapon for the job of utmost importance. If you're clever you can find the game's secret areas too.

Whatever the host machine, *Doom*'s main strength is its atmosphere. The sound's enough to



▶ The pulse rifle rips the monsters to shreds.



▶ For something so detailed, the scenery is surprisingly fluid.



▶ With this many enemies attacking, even the alien laser might not be enough.

TOYS FOR THE BOYS...

There are ten wondrous weapons on offer in *Doom 64*. Here's a guide to every one of them.

Fists

Short range and almost no power. Unless you have the Berserk Pack, use fists only when desperately short of ammo.



Chainsaw

Not much range, but it carves pleasingly-bloody chunks out of your foes.

Pistol

You start with this one-shot peashooter. It topples some of the weaker baddies with two or three shots, though.



Shotgun

This weapon's surprisingly powerful and has a great field of fire. It's not too rapid to reload, though.

Super Shotgun

This is a double-barrelled version of the shotgun, which is more than twice as powerful but uses two shells at a time.



Chain Gun

A fast-firing weapon. This one's great against Cacodemons and Pain Elementals as its constant fire stops them attacking.

Rocket Launcher

This is great at delivering long range knockout blows, but if you fire at anything close by, you could get caught in the blast.



Plasma Rifle

Another fast-firing weapon. Treat this as a more powerful version of the Chain Gun.

BFG 9000

This one takes a second to charge before firing and can hurt the player in the same way as the rocket launcher, but is second to none in the destruction stakes.



Alien Laser

Exclusive to *Doom 64*, this wonder weapon is more powerful if you have the three pentagrams.

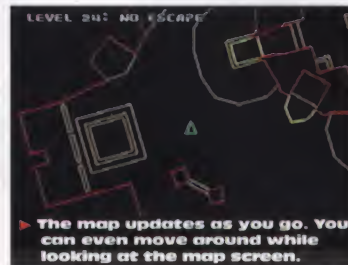
chill your blood, especially in stereo. By listening for echoes you can work out where the monsters are, which is terrifying if you can hear a Bull Demon snorting nearby while you've only a few points of health. Blast a monster and it meets a satisfyingly gory end. The shotgun carves holes in them, the rocket launcher blows them to pieces and if you use the BFG 9000 they simply melt. To top it all, the programmers have PAL-optimised the game, so you get to

see it in all its glory.

Good as it is, though, *Doom* is far from perfect. The designers have gone overboard on the gloomy atmosphere, making some levels too dark. The lack of a multiplayer deathmatch mode, enjoyed by all other versions of *Doom*, is inexcusable. The developers argued a deathmatch wouldn't be the same on a split screen visible to all (PC deathgamers play on separate machines using a modem or



► Clean, fresh water is harmless, but watch out for toxic sludge and hot lava.



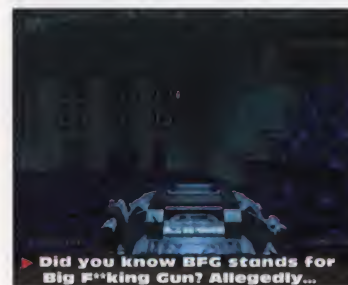
► The map updates as you go. You can even move around while looking at the map screen.

It's well worth a look, but the genre it effectively created has moved on

network). It would be better than nothing, though. Seeing your opponents on the screen takes some of the mystery out of the battle, but doesn't stop it being fun; multiplayer *GoldenEye 007*'s great.

The problems aren't all *Doom 64*-specific either. *Doom* itself has been overtaken by newer, smarter 3D games, most notably *GoldenEye 007* and *Duke Nukem 3D*. Next to these classics, *Doom* looks awkward. You can't look up or down, can't aim your weapon satisfactorily (a big problem if you're firing a rocket at a running foe), you can't jump or crouch and climbing up anything higher than knee height is impossible, even when common sense tells you otherwise. This is incredibly annoying.

Doom 64 might not measure up to its more modern counterparts, but its spellbinding atmosphere and uninhibited violence win through. Brilliant level design makes it a great game, but its gameplay and degree of interactivity is long in the tooth. It's well worth a look, but the genre it effectively created has moved on. **Ian** ●



► Did you know BFG stands for Big F*cking Gun? Allegedly...

second opinion...

Hey, what gives here? Down-marking one of my favourite games on the N64; blooming cheek! I disagree with Ian on this one. I stand by my original 93% that I awarded *Doom 64* in Issue Three. In fact, the PAL version's even better thanks to a full-screen, full-speed, higher resolution conversion. If you want to play the original grand-daddy of the corridor shooters in its best ever (albeit only one player) conversion, then look no further. **Pete**

verdict

92

GRAPHICS

Malicious monsters, dynamic 3D environment, gory deaths - what more could you ask for?

SOUND

Each monster has a unique sound, and it's so realistically implemented you can work out where they are just by listening.

81

GAMEPLAY

It's great fun, but after playing a more modern 3D outing, *Doom* feels somewhat restrictive.

LIFESPAN

Alas, it won't take long to complete and there's no multiplayer mode on offer.

OVERALL

As Pete said, 'a classic conversion of one of the greatest games of all time'. Even the hottest games age, though. This is the best *Doom* ever, but *Doom* no longer impresses as it once did.

83

Top Gear



At last, a serious racer the N64 can really be proud of. It's not perfect, but Top Gear Rally leaves the console's other drivers eating its exhaust fumes...

This is it folks, the best racer to date on the N64. This time next year there's sure to be a bigger, better game which leaves *Top Gear Rally* standing, but Nintendo's latest offering is great fun and extremely addictive, and that's what counts.

You start the Championship game with two cars available and two tracks to race. Complete a season with enough points and more cars and an extra track are added, until you have the maximum nine cars and four courses. You're forced to drive them in all weathers (weather conditions are pre-set, not random) and with progressively more powerful cars, so don't expect an easy ride. Reach the fifth season and tracks are mirrored. There's a secret course on offer, and three bonus cars.

As well as the inevitable Championship, there's an Arcade mode where you race against the clock and one other car, human- or computer-controlled. You can select weather, tracks and number of laps, making it ideal for practising. Time Attack pits you against a ghost car, representing your previous attempt

at the course in question. The ghost car is saveable - record your best race and try to beat it. Practice mode lets you drive the course of your choice in any weather you wish, your time being recorded but competing against no one.

Top Gear Rally's approach to on- and off-road racing is unashamedly arcadey. This is both a blessing and a curse. You begin on the starting line



You can select weather, tracks and number of laps, making it ideal for practising

DEVELOPER
Kemco
PUBLISHER
Nintendo
TELEPHONE
01703 623200
RELEASE DATE
Out Now
RRP
TBA
PLAYERS
1-2
MEMORY CARD
Yes
RUMBLE PAK
Yes



► The cars look great and animate well, but never seem to get dirty.

REACH FOR THE SPANNER...

As well as the usual handling (adjusts stick sensitivity) and transmission (manual or automatic gears), you can set the car's tyres and suspension to suit the course. The right set-up is worth about two placings, so be sure to get it right.

Tyres

Softer tyres lose grip on corners, but offer improved straight-line speed. Conversely, hard ones are faster on the bends but slower on the straights.

SUSPENSION: SOFTER

SUSPENSION: NORMAL

SUSPENSION: HARDER

TIRES: GRIPPY

TIRES: SLIPPY

TIRES: NORMAL

Suspension

Soft suspension is ideal in bumpy terrain as it keeps the wheels on the ground longer, maximising acceleration. Hard settings improve speed on flat ground.

Rally

second opinion...

My first impression of *Top Gear Rally* was not too favourable, and generally first impressions turn out to be correct. Fortunately, though, not in this instance. *Top Gear Rally* is a game that really grows on you and with a bit more polish could have been a classic. Still, *Top Gear Rally* is the best N64 racer to date (NOT counting *Diddy Kong* and *Mario Kart* as dedicated racers, you understand) and definitely worth a look.
Pete

The small number of tracks makes learning the layouts a cinch, but there's still plenty to master



start means you're never too far from your nearest opponent. You're always pushing for an overtaking opportunity and defending your position against the car chasing you. This approach appeals to arcade action animals, but not purists who favour a deeper game.

Top Gear Rally's major strength is its driving model. It's exceptional. You get a real feeling of driving a



rally car, throwing it into the corners and sliding, countersteering as you come out of the bend to point your vehicle down the track once more. Taking the racing line is important too. Differing terrains and weather conditions take a real toll on the car's cornering potential, and the cars themselves behave differently. The small number of tracks makes learning the layouts a cinch, but there's still plenty to master. For once, adjustments to your car make a huge difference to its handling properties too.

Unless you drive like Colin McCray, you're bound to come a cropper eventually. In the main, the game's generous when you leave the track - you can certainly remain upright on the sloped banks for far longer than is realistic. Getting off them again is

LIVELY LIVERIES

Choose the Paint Shop option to customise your car's paintwork. You can save your natty designs to a Controller Pak too. This doesn't make them go any faster, of course, but it's great fun.

a problem, though. Turn back too sharply and you just speed into the opposite bank, losing much speed and momentum before struggling back onto the track. This isn't as damaging as clipping one of the many harsher trackside features



A MATTER OF PERSPECTIVE...

There are only two perspectives on offer here, in the car and behind it. This is all you really need, but it's a pity it resets to default (inside car) after every race.



The scrolling is lightning-fast, as smooth as silk and there's no ugly pop-up to contend with

such as bridge entrances, rocks or the end of a railing. Hit these head on and you come to a standstill. Clip them as you pass and you're spun around, often ending the spin facing the wrong way. As there's no damage meter, this is worse than a head-on collision. Drift too far up a bank and you're thrown into the air in some of the most realistic and exciting crash animations ever seen. Unfortunately, you can drift into a crash barrier or wall and scrape along it with virtually no loss of speed, allowing you to take extremely fast corners without even steering. Even more annoying is the bug which lets you become trapped, unable to move after reasonably harsh crashes. For example, in the desert you might throw your car up a trackside slope and bounce down



nose-first. The crash isn't severe enough for the CPU to take over and put you back on the track, but you're unable to move yourself. You can become trapped on the crash barriers on the Coastline course too. This really shouldn't happen in a finished game.

Aesthetically, the game is good, but not great. The cars are realistic

and well animated, but they never seem to get dirty, even on the muddiest tracks. The reflections in the puddles are superb, but you drive through them without causing a ripple. The scenery is excellently drawn, looking realistic and gritty. It's a little sparse, but who cares? Too much trackside trifles would be distracting. The scrolling is lightning-fast, as smooth as silk and there's no ugly pop-up to contend with.

Over all, *Top Gear Rally* is an excellent game. Its arcadey, coin-op-inspired approach offers instant accessibility, with varying weather conditions and improving cars providing the lastabillity. It won't go down in history as an all-time classic - the door's still open for a deeper game designed specifically for home machines, with a greater feeling of realistic competition replacing the straightforward goals offered here. *Top Gear Rally* isn't the N64's answer to the classic Sega

Rally on the Saturn or F1 '97 for the PSX, but it's still a great game in its own right. It will step aside for a better one sooner rather than later, though. **Ian**

verdict

80

GRAPHICS

A little minimalistic in places, but they animate smoothly. Pity the cars never get dirty though.

SOUND

Could be a lot better. The engine and tyre noises just aren't meaty enough.

69

87

GAMEPLAY

A brilliant driving model makes this an incredibly playable racer.

LIFESPAN

This isn't an easy game. It should keep you racing for months.

89

OVERALL

What's here is almost faultless, but eventually a racing game offering deeper gameplay and a four-player mode will put it into perspective. It's the best driver to date.

83

TAKE A SHORTCUT

Look for shortcut opportunities, cutting out sections of the track. For example, on the Coastline course, drive through the gap in the barriers, over the beach and through the second gap back onto the track. Practice mode is ideal for searching out these sneaky shortcuts. There are often short detours too, where the main track splits, offering a secondary route. These are rarely shorter, but a good way of overtaking an opponent without having to squeeze past him.





NINTENDO⁶⁴

BUCKLE UP



TOP GEAR RALLY

Five tracks, four racing modes, variable weather effects and multi-camera views plus an action replay mode, make Top Gear Rally a radical driving experience!

Tweak any of the nine cars with your own tyre, suspension and steering settings or even add your own graphics in the custom spray-shop.

"The best racing simulation for the N64". Nintendo Magazine



90%
64 MAGAZINE

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Duke Nukem



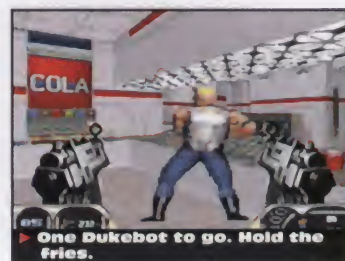
One of the most un-PC (politically correct) games ever to appear on the PC (personal computer) has been converted for the N64. Has the Duke lost his cutting edge in the transition or has he become even more brutal with all of that extra processing muscle power?

DEVELOPER
Eurocom
PUBLISHER
GT Interactive
TELEPHONE
0171 258 3791
RELEASE DATE
December
RRP
£59.99
PLAYERS
One to Four
MEMORY CARD
Required for saving
RUMBLE PAK
Yes

Duke Nukem has been flippantly described as Doom's twisted older brother. Which is fair enough I guess because Duke Nukem, put simply, is a first person shooter with a fair amount of 'adult content'. You see, Duke has a bit of an attitude problem. In fact he's a foul mouthed womaniser who spends most of his time in bars or seedy clubs. As fate



► Welcome to Duke Burgers. Can I take your order?



► One Dukebot to go. Hold the fries.

Aside from the irritating changes to the classic PC game, Duke Nukem 64 has turned out even better than I had hoped

would have it, murderous aliens have landed in futuristic Los Angeles, spreading havoc and kidnapping all the women. Can you guess who crash-lands his rocket plum in the middle of this nightmare cyberpunk scenario? Yep, it's Duke. The dude with 'tude has arrived in the nick of time to punish those 'alien bastards' as Duke likes to call them. At least he does if you are playing on any system other than a Nintendo. On the N64 he refers to them as 'alien scum', because a Nintendo gamer is either under 12 and needs protecting from nasty

swear words or is so mentally fragile he needs protecting from the real world. Or that's what somebody high up in the Nintendo hierarchy seems to think. I won't go on here about this absurd censorship, but check out the 'Muddy Flicker' box-out for the low-down on the cuts and changes made in Duke Nukem 64.

Aside from the irritating changes to the classic PC game, Duke Nukem

64 has turned out even better than I had hoped. After an opening stage closely resembling that found in the PC version, Duke Nukem 64 quickly strikes out on its own.

In all, the single-player mode contains 29 levels. While following the general themes of the PC game, the levels have been completely redesigned. Halls, doors, weapons, secret areas and enemies have all been rearranged, giving veteran



► The baddies in Duke 64 look better than on any previous version.

em 64

DUKE NUKEM 64

second opinion...

This game's just two small flaws away from being an all-time classic. The censorship is plain annoying, and you can't see Duke's bullets flying through the air, which is a real pain in multiplayer mode when you're under fire from an unknown source. Even if it falls short of the dizzying heights reached by *GoldenEye*, *Duke Nukem 3D* is still a terrific game. The game engine is vastly superior to *Doom*'s, offering much more freedom and facilitating much more interactive 3D environments. Despite the nagging niggles, it's superbly playable.

Ian

'GET THE FLICK OUTTA HERE, MUDDY FOOTWORK'

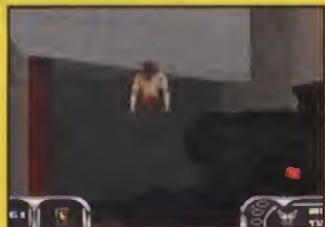


Picture the scene. You're watching a film on TV. It's Beverly Hills Cop, and you've reached the classic scene where Eddie Murphy is in the art gallery and he asks the camp sales assistant how much a certain piece of ridiculous looking modern art costs. "Why that piece is \$1,500,000, sir", he replies, and Eddie Murphy says, "Get the f**k outta here!" Except he doesn't; his lips do, but what comes out of your TV speaker is, "Get the heck outta here!". In a voice that certainly wasn't Eddie's. The moment has been totally spoiled by some paranoid TV executive who wanted to show the film on his station to get good ratings but didn't have the balls to put it out as the director intended it, and so decided that he was going to spoil it specially for TV. Well, that's Nintendo that is. I can't tell you how much it winds me up when this sort of ridiculous censorship occurs. *Duke Nukem 64* has had

most of the game's trademark 'Dukeisms' taken out, eg. greeting the first boss with "I'm going to rip your head off and shit down your neck," which he duly does. These have been replaced with tame one-liners instead. Sadly it is not only the speech that has been toned down by the self-

appointed guardians of our morals. Many other elements have been tinkered with as well. The film playing in the movie theatre in Hollywood Holocaust used to feature scantily-clad dancing girls, but is now showing what appears to be Independence Day. The Forbidden Books and Videos sex shop is now a gun shop (if that isn't irony, I'd like to know what is). The Go-Go Club is now a yard full of crates and the rather dubious little booths located in the Forbidden Books shop are now showing some kind of military film instead of the pay-per-view porno movies. Now some of you may think that I'm just nit-picking or being a bit of a perv, by getting wound up about the removal of some pixelated totty and a few sound samples. But my point is that by their petty censoring they have removed some of the very elements that made *Duke Nukem* such a strong and original character. Oh sure, he still acts tough, but those who have encountered Duke before will feel in this version he behaves as though his mother was with him. Still a bit sassy, but being careful not to step over the mark. It could be argued that by insisting that Duke cleans up his act, Nintendo are just acting responsibly and protecting their younger customers. But that argument falls flat because of

the fact that *Duke* on the N64 is the most gory and violent version by far. What kind of warped moral message are they trying to send out when they quite happily allow violent scenes such as the horrific death animations of the exploding allens, blood-splattered walls and mutilated corpses adorning each level, but the first hint of sexuality or titillation and it's out with the censors' scissors (still dripping with alien blood, no doubt). Bottom line, if the powers that be are reading - if you're going to take the high moral ground and only want software suitable for the family, then fine. That is your prerogative. But please don't patronise your older market by watering down what was meant to be adult-orientated entertainment in the first place. Bite the bullet and get a proper age restriction put on the products that warrant it. It has worked out rather well for the film and video industry - why should we be any different?





be a black border around the screen on the NTSC version we reviewed. I'm not certain how noticeable it is on a normal or scart TV because it isn't always possible to judge on a computer monitor. This is something we'll watch out for when we look at the PAL version of *Duke Nukem* next issue.

As far as I'm concerned, the best thing about this conversion is the

As far as I'm concerned, the best thing about this conversion is the two, three or four-player split-screen action

Dukesters a brand-new gaming experience. There's even a search-and-rescue aspect to the missions, as Duke must teleport his women to safety.

The department where *Duke 64* was always going to come out on top is of course the graphics. Everything looks sharper and far more solid than in previous versions. All of the explosions and other special effects are excellent, while the 2D bad guys have smartened up, though they still look a bit pixelated up close. And after the radical improvement seen on the monsters in *Doom 64*, I found this a bit of a disappointment. Another thing that lets *Duke 64* down is what seems to



two, three or four-player split-screen action featuring Dukematch, co-op, team play and all-new meltdown mode (see box-out). Not to mention the all-new Dukematch levels created exclusively for the N64. Then there are the new weapons, which include a grenade launcher and a plasma cannon, which are just the thing when you want to vaporise a party of lowlifes. There's new ammo, too; dum-dum bullets for the pistol, high-explosive rounds for the shotgun and heat-seeking missiles for the rocket launcher. Don't miss the wonderfully silly shrinker/expander guns either.

The bottom line is, once I got over my indignation over the silly, misguided revisions, this version of *Duke* is as good as, if not better than any version before and is most certainly a very welcome addition to the N64 software roster. Like the man himself says, "Hail to the King, baby". **Pete**

DUKEMATCH OF THE DAY!



No messing, Dukematch rocks! There's one word which sums up the Dukematch experience - fun. The frenzied gameplay at times positively borders on slapstick comedy. You can't imagine the pleasure a person with a mind as warped as mine derives from sneaking up and shrinking my mates with the shrinker/expander, then chasing them around attempting to splat them under Duke's size ten boots! Two, three or four people can choose to play in a split screen Dukematch, and even if you're Norman No-Mates you can still select as many as three CPU-controlled Dukebots and battle them in any of the 29 levels. You'll find three brand-new Dukematch arenas, including a Pirate's Lair and the gloomy Castle Dukenstein. My personal favourite, though, is the stadium which offers either an all-out toe-



to-toe battle on the pitch or a cat-and-mouse battle of nerves in the corridors of the stadium itself.



verdict

87 GRAPHICS

Great looking new guns and explosive effects as well as a 3D engine running at a smooth and silky rate.

89 SOUND

The speech that has been used is good and the sound effects are ear-splittingly realistic.

92 GAMEPLAY

As with Duke's other corridor kin, once you have mastered the controls, *Los Angeles circa 2000AD* will be your Oyster.

94 LIFESPAN

Thirty huge levels packed with lasting challenges and numerous secrets makes gluing yourself to the N64 a cool option.

OVERALL

It's such a pity the game has been spoiled by some ham-fisted censorship. It is, nonetheless, a great conversion of one of the truly classic PC games.

91

Select Character



Pete

Select Character



Ian

Select Character



Russell

Select Character



Dave

4-PLAYER
FRENZY

GOLDENEYE

SPECIAL

Confidential interrogation report

Subject - GoldenEye 007

Mission Objective - Ascertaining multi-player mode's value

Agent - David France

More fun in 4 player?

Without a doubt, but it's still a top little number in single-player mode.

How could it be improved?

Scrolling through your weapons to find the right one can not only be time consuming, but extremely frustrating.

Which is the best mode of play in 4-player GoldenEye?

They're all as good as each other.

Tell me a good tactic or strategy?

Frantic strafing while closing in on an opponent; it never fails.

Any sneaky ways of cheating?

Apart from revolving your entire game around a body armour pack (isn't that right, Pete?), no.

Be honest now, who was the best at GoldenEye 007?

I was. Bond by name, Bondage by nature!

Overall comment and score out of 100%

It's so good, Mario Kart's now collecting dust.

97%

MALE BONDING

Favourite Bond?

Sean Connery.

Favourite Bond girl?

Pussy Galore with lots of Goodhead.

Favourite Bond baddie?

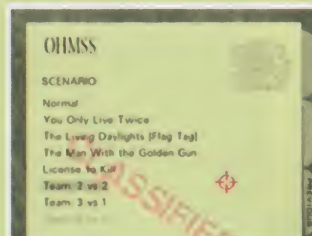
Jaws.

Favourite Bond film?

The Spy Who Loved Me.

Who should be the next Bond?

Del Boy.



Agent - Russell Barnes

More fun in 4 player?

Yep, definitely. This makes an already excellent game, um, more excellent. Or something.

How could it be improved?

There ain't many ways you could improve this little baby. Perhaps slapper's mode could have been better, though.

Which is the best mode of play in 4-player GoldenEye?

Automatic weapons is the best mode. It's a real buzz to run into a room and spray your weapon over all four walls in a frenzy of excitement. Oh Matron!

Tell me a good tactic or strategy?

Choosing Oddjob is a great idea. He's really short and when you get up close to other characters they can't see you unless they look down and by then you've blown them to shit anyway!

Any sneaky ways of cheating?

In two-on-two mode run around a lot and try to convince your opponent you're on their side. When you've got them under your spell in all the confusion, blow them into a week-next-Tuesday.

Be honest now, who was the best at GoldenEye 007?

Tactically, I'm the best without a doubt. I'm not trying to blow my own trumpet, but I'm the best. Me, me, ha-ha-ha, kill me if you can sucka.

Overall comment and score out of 100%

The best four-player game to date on any system anywhere. If you haven't got four friends, hire some from an Escort service. It's worth the cash. **98%**

MALE BONDING

Favourite Bond?

Roger Moore because he was so cool and sophisticated. Oh, my knees go like jelly thinking about him!

Favourite Bond girl?

I think it's a shame Bond didn't get round to giving it to that Miss Money Penny. She was always my fave Bond Girl, even though they didn't... well, you know. I suppose it's that will-they-won't-they sexual tension that makes such good viewing.

Favourite Bond baddie?

Jaws of course, what a nutter he was. Over seven feet of muscle and razor sharp teeth of steel; it was just a shame he didn't have two brain cells to rub together.

Favourite Bond film?

Probably the one where Bond made love to the delicious girl just after the credits started to roll. Doh! All of them, really.

Who should be the next Bond?

What do you mean 'the next Bond'? I thought James just had plastic surgery to hide his true identity from time to time. No! Now you've burst my bubble, and I asked Santa for James' autograph. I'll never write to him again... whoever he



Agent - Peter Coulson

More fun in 4 player?
I certainly am!

How could it be improved?

As a four-player experience, GoldenEye 007 is hard to improve upon. Maybe a mode of play could have been included where players could compete in a league system over a season.

Which is the best mode of play in 4-player GoldenEye?

My favourite would have to be 'Man with the Golden Gun' simply for the sheer sudden death factor. It's the penalty shoot-out of shoot-em-ups.

Any sneaky ways of cheating?

Choosing to play as Oddjob gives you the unfair advantage of being very small, though not a razor-brimmed hat. A great tactic to use is to run towards an enemy as soon as you spot him or her. Oddjob is such a shortarse (almost as tiny as Russ) that if he stays close to his foes, they can only fire over his head. Meanwhile Oddjob can shoot the crap out of his enemies' nether regions. Oh yes, we've had many heated arguments in the office over who plays Oddjob, we had to agree nobody could use him. That's how sad we are.



Be honest now, who was the best at GoldenEye 007?

On the night, I must confess to my shame, I was so shit-faced by the time we started playing I can't remember a single thing about the whole night. For some reason I developed a taste for Dry Martinis (stirred, shaken, with coconut sprinkles, whatever) I do remember I had a very sore bottom the next morning, though, and my pants were on back to front as well. Best not to dwell on that. Sober I would have roasted the lot of them.

Overall comment and score out of 100

My absolute favourite four-player game ever (yes, even above Diddy Kong Racing and Mario Kart 64) A classic. **98%**

MALE BONDING

Favourite Bond?

Sean Connery. The original and best.

Favourite Bond girl?

The leather-clad ninja Minogue sisters. Or did I dream that one?

Favourite Bond baddie?

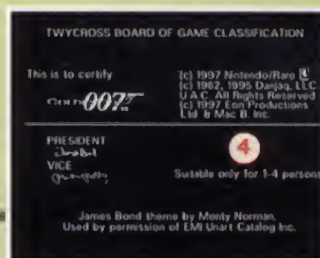
Scaramanga (Christopher Lee), Man with the Golden Gun (and spare nipple).

Favourite Bond film?

Live And Let Die.

Who should be the next Bond?

Des Lynham or Homer Simpson.



The N64 Premier League

Hot or not? Ace or arse? Sound or sad? Buying a new game can be a risky business. What you need is a definitive buyer's guide to every single game released for the N64; and here it is!

We've reassessed every game (official and import) and arranged them into order, from first to worst. A few titles have been surpassed since their first release, some look considerably less impressive than they once did - where we felt it necessary, we've adjusted the original review score to what we feel is now more appropriate. When reading through the chart don't take too much heed of each game's original review score, because the chart is based on the collective opinion of the entire extreme team, not individual reviewer scores or sales information. In the case of games we originally reviewed on import and which have now been released in the UK, we have only included the PAL game. Got all that? Good, then lets take it from the top...

1: GoldenEye 007

This is the best game ever - on any system. Action-packed and brilliantly-paced, GoldenEye 007 is the benchmark against which all future games will be judged. It's difficult to find fault with its superb gameplay and brilliant aesthetics. A slight bug allows you to see the odd arm or leg through solid objects, but this is a minor glitch. GoldenEye 007 looks set to be the console's best-selling game to date, and it deserves to be.



Nintendo/Rare Issue 8

98%



2: Diddy Kong Racing

There's no doubt about it - Diddy Kong Racing storms ahead of Mario Kart in one-player mode. There's far more to it, it's harder to beat and the computer-controlled opponents don't cheat. There's some disagreement in the office about its multi-player qualities. Pete says the reduced emphasis on mighty power-ups makes it a better game - the superior racer is more likely to win. Ian prefers Mario Kart, arguing the tracks in Diddy are too awkward for four-player fun.



Nintendo/Rare Issue 8

97%



3: Super Mario 64

The game that sold the console, and launched a thousand rumours. Don't look for Luigi - he's not there. Don't expect earlier Mario games hidden within - they're not. Do expect, though, the most amazing platform experience imaginable. Third party manufacturers have often imitated Super Mario 64, but none have yet bettered it. It doesn't take forever to see the end screen, but you have great fun getting there. Here's to Super Mario 64 II...



Nintendo Issue 1, 97%

NOW 95%



4: Turok: Dinosaur Hunter

The first third-party outing on the N64 still holds its own after all these months. The Doom-inspired gameplay is frantic and fun, the graphics crisp and clear and the sound effects chilli the blood. Turok's levels are huge and a lot less linear than Doom's. The game engine is superior too. The game has now been surpassed by GoldenEye 007, hence the reappraisal, but for fans of the first-person perspective genre, it's still a blast.



Acclaim Issue 1, 97%

NOW 93%



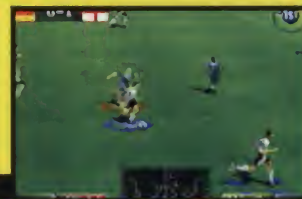
5: International Superstar Soccer 64

Quite simply the finest Soccer game on any format ever. ISS64 is one of those very rare sports sims, which a complete novice can pick up and start playing almost instinctively. But also lying beneath the surface, there is a wealth of different moves and tactics to master. The commentary is a bit lame, but let's face it, in any sports game you could mention, the match commentators become irritating after the first hour anyway. An absolute must have game.



Konami Issue 4,

95%



6: Lylat Wars

It's amazing to think that this is the only flying shoot-'em-up on the N64. It's a real blast, though. It's a little easy, but the cinematic style graphics and clever level design gives it lastability.



Nintendo

Issue 8

93%

12: Blast Corps

A truly original game. It's a little easy to complete and there's no point going back to it when you've finished it, but the fun factor wins through.



Nintendo

Issue 7

90%

7: Wave Race 64

This visually-stunning extravaganza is a brilliant and original racer. No cheap novelty act here. The two-player mode's a real treat, but sadly, no four-player fun.



Nintendo

Issue 1

95%

13: Extreme G

A corking game with an unbelievable feeling of speed, even with four players. Only lack of depth forces it out of the top ten.



Acclaim

Issue 8

88%

8: Mario Kart 64

This is a top title let down by a few flaws. It's too easy in one-player mode and cheating opponents cause frustration, but it's instantly pick-up-and-playable.



Nintendo

Issue 5, 93%

Now

91%

14: Tetrisphere

A typo in the original review raised its mark from 90% to 96%. Looking back, 88% would be a little fairer. The first puzzle game on the N64.



Nintendo

Issue 7, 96%

Now

88%

9: NFL Quarterback Club '98

The first ever hi-res N64 game brings the standard of sport sims graphics to a new level. A real pity that many UK gamers won't give it a look. Persevere till you get to grips with the rules and control and NFL QB 98 will reward you handsomely.



Acclaim

Issue 8

94%

15: Mace: The Dark Age

That the best fighter yet is only ranked 15th overall speaks volumes. It's a good game in its own right, but better must surely follow.



GT Interactive

Issue 8

83%

10: Pilotwings 64

Minutes to learn, months to master. This unbelievable flyer gives a feeling of freedom unparalleled in computer games. A true N64 classic.



Nintendo

Issue 1

90%

16: Doom 64

The game engine is looking long in the tooth, especially as it has no multi-player mode. The levels are brilliantly designed, though.



GT Interactive

Issue 8

83%

11: Duke Nukem 64

This Doom-destroyer loses points for being sanitised, though the violence level is cranked up to the max. Multi-player game fun but flawed.



GT Interactive

Issue 8

91%

17: Top Gear Rally

The best racer on the N64, but not the classic we've been waiting for. Alas, this is another genre that's weak on our wonder machine.



Nintendo

Issue 8

83%

18: MRC

Too easy, too low-resolution and too weak to stop Top Gear Rally. Still great fun to play, but this game won't go down in history as a classic.



Ocean

Issue 6, 85%

Now

80%

24: Wayne Gretzky's 3D Hockey

Again, this little number is fun but flawed. Lack of consistency in the skill levels of computer-controlled teams frustrates, but works well as a multi-player game.



GT Interactive

Issue 8

70%

19: Killer Instinct Gold

This perfect coin-op conversion is too anal retentive for its own good at times. It's tough too - for die-hard beat-'em-up experts only.



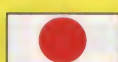
Nintendo

Issue 5

82%

25: Goeman 5

The Japanese name for Mystical Ninja. Again, be patient. It's great fun, but the English version will be even more playable.



Konami

Issue 7

81%

20: Shadows of the Empire

Lack of really great software made this title look better than it actually was. It captures the mood of Star Wars, but ultimately isn't exciting enough.



Nintendo

Issue 1, 86%

Now

80%

26: Bomberman 64

The single player game's OK for a while, but descends into clichés and inappropriate hazards. The multi-player offering, usually the backbone of Bomberman, is just shite.



Nintendo

Issue 8

73%

21: Go Go Troublemakers

This enjoyable-but-baffling game earns its high mark on sheer playability. If you can't speak Japanese, though, wait for the English version.



Acclaim

Issue 7

82%

27: FIFA 64

A Criminally lazy conversion (port?) from last year's PSX FIFA 97. It isn't totally unplayable, but with ISS64 around, why bother? A steaming pile of Hotspur.



Electronic Arts

Issue 2, 73%

Now

68%

22: Hexen

Doom again, but not as good. Hexen hasn't the atmosphere of Doom, but a welcome multi-player mode lifts it considerably.



GT Interactive

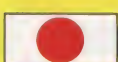
Issue 6, 84%

Now

79%

28: King of Pro Baseball

Quite fun to play, but is let down by the ridiculous Japanese obsession with big headed cutesy players. If you are in the market for a baseball game you would be wise to wait for Nintendo's Ken Griffey Major League Baseball.



Nintendo

Issue 3

70%

23: Dark Rift

A reasonable fighting game. It's not as 3D as it pretends to be, but it's a fun game nonetheless. May yet be released in the UK.



Vic Tokoi

Issue 6, 82%

80%

29: NBA HangTime

A perfect conversion of the coin-op, but the arcade version just isn't suited to consoles. Fun for a few plays, but too little depth to justify the dosh.



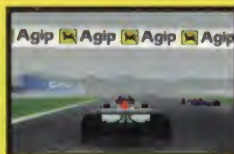
GT Interactive

Issue 8

68%

30: F1 Pole Position

This is a game without a soul. If it were a car, it would be a Volvo. Nothing wrong with it, but nothing to get excited about either.



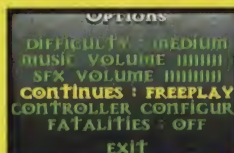
UBI Soft

Issue 8

68%

31: War Gods

Not a great beat-'em-up. The 3D environment is impressive, but the gameplay is sorely lacking. It's little more than a test run for Mortal Kombat 4



GT interactive

Issue 5

65%

32: Wonder Project J2

A good concept, but of little use to non-Japanese speakers. There's virtually no chance of it ever being released over here. Buy yourself a cat instead!



Enix

Issue 4, 75%

Now

65%

33: Doraemon

Too much of a Mario wannabe. The game is based on a Japanese kids' anime cartoon. We've no hope of seeing a UK release, but who cares?



Epoch

Issue 3, 45%

Now

50%

34: Mortal Kombat Trilogy

This lazy pile of puss should never have been released. Can you believe a cartridge with loading times? Neither can we. File under 'cheap cash-in'.



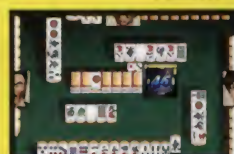
GT interactive

Issue 5

55%

35: Mahjong Master

Perhaps we were a little harsh on this one. It's not recommended for non-Japanese speakers, but doesn't pretend to be anything else.



Electronic Arts

Issue 3, 37%

Now

43%

36: Cruis'n USA

The dodgiest of drivers. Poor controls and pathetic gameplay, that leaves too much to chance, make it a real stinker and the N64's first turkey.



Nintendo

Issue 1, 49%

Now

40%

37: Clay Fighter 63 1/3

Bleugh! There was a real debate over whether this or The Glory of St Andrews is the worst N64 game yet. This one escaped the bottom spot by the skin of its teeth.



Interplay

Issue 8

30%

38: The Glory of St Andrews

There are better 16-bit golf games than this. You can buy a second hand Mega Drive and a copy of PGA Golf Tour for the price of the cart. Say no more.



Seta

Issue 3

30%

WIN XG EXTREME G CARTS

Feeling irritated? Have we seriously dissed one (or some) of your favourite games, and rated them far too low? Well frankly, I'm not surprised. You see, the whole concept of reviewing games is so subjective it's ridiculous. Just as one person can love a song, the next can absolutely hate it. All down to personal taste you see. If you have bought a copy of Cruis'n USA and enjoy it (unlikely, I know) that's fine. You think it is a good game and therefore it is! That is all that matters. The collective 64 extreme team have, anguished, deliberated, bickered and soul-searched over the final positions in the 64 Premier League, but it's inevitable that a lot of you will disagree with us.

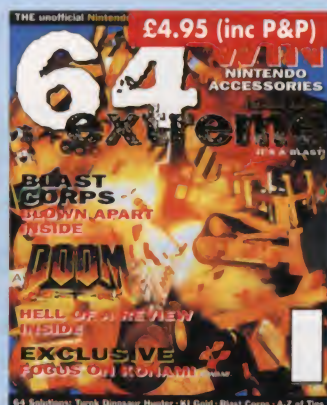
What we would like you to do is to get it off your chest by sending in your views about our 64 Premier League and include a list of your own top ten N64 games to: 64 Premier League, 64 extreme, Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset BH15 1HA. From next issue we will compile a 64 extreme readers' chart and it should be very interesting to see how closely they do (or don't) compare. As an incentive/bribe we will be drawing out five lucky readers' names each month, who will win some seriously tasty prizes. To kick it off, the guys at Acclaim and Blaze have

stumped up five copies of Extreme G, five Nintendo controllers and five Jolt Paks 256, (a new Rumble Pak-like creation with 256K of internal memory). For the price of a stamp you could win one of each, so get your thinking caps on and send your top ten in now.





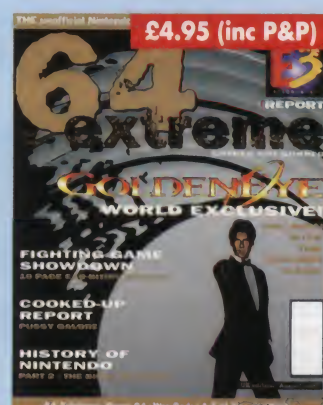
Issue #2
Reviews to FIFA 64, Blast Corps, Killer Instinct Gold, Wayne Gretzky's 3D Hockey, Mortal Kombat Trilogy, J-League Perfect Striker and NBA Hangtime. Guides to WaveRace 64, Turok Dinosaur Hunter (P.1) and Super Mario 64 (P.2). Features on Four Player Frenzy (Mario Kart 64 & FIFA 64) and Nintendo 64 hardware guide.



Issue #3
Reviews to Doom 64, Human Grand Prix, King of Pro Baseball, The Glory of St. Andrews, Doraemon and Mahjong Master. Guides to Blast Corps, Killer Instinct Gold and Turok Dinosaur Hunter (P.2). Features on Konami (Dream Team Focus) and N64 accessories.



Issue #4
Reviews to Star Fox 64, International Superstar Soccer 64, Wonder Project J2, WaveRace 64. Guides to Doom 64 (P.1) and Blast Corps (P.2). Features on History of Nintendo (P.1), Focus on THE Games, The Daily Stir (satirical feature) and Four Player Frenzy.



Issue #5
Reviews to War Gods, Killer Instinct Gold (UK), Mortal Kombat Trilogy (UK) and Mario Kart 64 (UK). Guides to War Gods and Doom 64 (P.2). Features on E3 Show report, Enter The Dragon (Fighting game feature), Goldeneye 007 and The Cooked Up Report (satirical feature).

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Issue #6
Reviews to Multi Racing Championship, GoldenEye 007, Hexen and Dark Rift. Guides to Hexen (P.1) and Mortal Kombat Trilogy. Features on History of Nintendo (P.3), Focus on Ocean, Four Player Frenzy and Mario-A-Likes.



Issue #7
Reviews of Goeman 5, Go Go Troublemakers, Tetrisphere and Blast Corps. Great Dream Team Focus on Extreme G creators Probe Software. History of Nintendo (P.4). Solutions to Hexen (P.2) and Dark Rift.

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Lylat Wars

THE FATE OF THE LYLAT SYSTEM IS IN YOUR HANDS...

...don't worry though, we've played Lylat Wars to death to bring you a complete player's guide to one of the best shoot-'em-ups ever. With every level blown wide open and a whole host of other tips, this guide and a modicum of skill is all you'll ever need to conquer Andross and return the Lylat system to its former peaceful state.

Earning medals is a very important aspect of Lylat Wars. If you can complete the game in Difficult mode and win a medal on every stage, you'll get the chance to play Lylat Wars in Expert mode. Apart from Fox now sporting a pair of cool shades, the enemy will become much stronger and they'll also grow in numbers making the challenge even tougher than it already is. Getting all of the medals will allow you to play the Land Master tanks in Vs mode and a sound test will also appear in the options. If that isn't enough, beating the game in Expert mode will give you a whole new Vs mode where you'll be playing as the Star Fox team running around with bazookas on your backs. Cool!

EASY WORLDS

MEDAL
150
POINTS

CORNERIA

Destination: Asteroid Field →

There's nothing that an itchy trigger finger won't cure on Corneria. You'll be slowly eased into the game with some very easy targets as you enter the battle across the ocean. Take out the pair of bogeys that attack from the front and you'll be rewarded with a very early laser power-up which can be put to good use by saving Slippy's green hide. As you fly onto dry land you'll be attacked from overhead and behind although your enemy are no marksmen, not yet, anyway.

The action hots up a little as you enter Corneria city. Collect the gold ring from under the arch at the beginning of the city then blast the gates to the left to find a bomb. Just as the raised highway crosses the road you'll see another laser power-up. As you close in





on it the tower block to the right will start to keel over so use a speed boost to nip under it and collect the power-up. Stay low under the highway and collect the gold ring then pull back up into the open air.

Use the air brakes to avoid the enemy from behind and shoot the gates in

EASY BOSS Mode: All Range

Although this huge robot looks 'ard, he couldn't fight his way out of a flower arranging convention in a nunnery. On your first pass, hit him with a bomb and a barrage of laser fire then U-turn to finish him off. It really is that easy.

ALTERNATIVE PATH Destination: Sector Y

Just as you are leaving Corneria city you'll get a message from Falco telling you that he's in trouble. Use the speed boost to catch up with him and take the three bandits on his tail out. Having done this make sure that you fly through every arch on the water section then follow Falco through the waterfall to the right. You'll now be taken through a valley where you'll be attacked by fire bombing birds and out onto the ocean where you'll meet the second level one boss.

DIFFICULT BOSS Mode: 3D Scroll

It's worth defeating this guy just to catch his last words. To send him to a watery grave you'll first have to take out the launchers on either side of the main body. Just keep blasting away at them until they break off then go for the rest of the craft once it starts to move around. Watch out for the orange energy bolts as it comes towards you and be careful not to collide with it when it gets close.

MEDAL 200 POINTS

METEO ASTEROID FIELD

Destination: Ficcina

Near to the start fly through the rings of solid asteroids to get a power-up and get ready to open fire the second that Peppy informs you of the trap. Just as you enter the tunnel two space snakes will fly out towards you, so aim at their heads to take them out. Make sure that you destroy them on the first run. Perform a somersault just as you leave the tunnel to collect all three power-ups. Many of Andross' ships are disguised as asteroids. You'll encounter your first squad of these ships just after the large asteroids so attack immediately. Try to target the ship in the centre

of each squadron, the explosion should take out the ones around it. As you enter the next tunnel you'll be overtaken by four spiralling ships that leave a deadly 'tron-esque' trail. Try and destroy the ships before they reach the end of the tunnel or the trails will become increasingly difficult to dodge. Things start to get quite hectic as you leave the tunnel so make use of a barrel roll to deflect the enemy fire. The insect type ships that fire pastel coloured energy balls at you cannot be locked on with torpedoes so make sure that you take them out with your laser as quickly as possible. Try to take out 'Tron' ships in the next sector so you don't get caught in their trails but make sure that you take care of the insect ships at the same time. The next asteroid filled area contains a lot of disguised ships so keep a keen eye and pounce as soon as they attack.



EASY BOSS Mode: 3D scroll

This guy is pretty well tooled up, however he's far from being tough, in fact he's a bit of a namby pamby pooftee actually. When am I gonna get a challenge? The first thing you have to do is shoot the yellow triangles behind the rotating shield but watch out for the green mist fired at you. Once the shield has been knocked out, shoot the yellow box in the centre of the ship but make sure you move to either side very quickly when the electricity bolts are fired. Don't be fooled when the boss surrenders as he'll spin around to throw even more fire power at you. Shoot the two yellow boxes on this side of the ship and barrel roll out of the way to avoid his pink energy beams.

ALTERNATIVE PATH

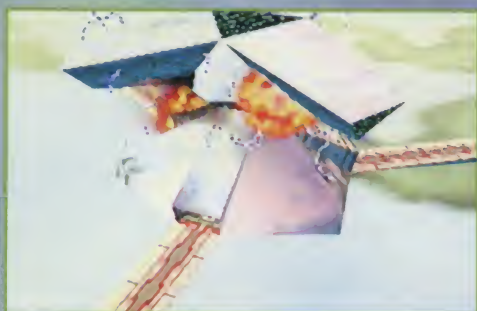
Destination: Katina

You'll need some ace flying to get to Katina from the asteroid field. Towards the end of the level you'll come across a ring made up of blue triangles. Fly through this and you'll start to spin and speed up. The next ring is to the left, after that to the right and so on. Link all six rings and you'll gather enough speed to warp out of this area. The journey to Katina takes you through another dimension which contains a whole host of power-ups and health rings. Things to watch out for in this surreal world are the asteroids which can be shot for power-ups and the weird space ships that leave trails in your path. If you take this route you will not have to fight the Meteo end of level boss.

**MEDAL
50
POINTS**

FICCINA worlds

Destination: Sector X



Your mission on Ficcina is to save the base from destruction at the hands of Andross' evil army. This stage is In All Range mode so you'll have a 360 degree freedom of flight. You'll be flying at a low level so watch the hilly terrain to avoid ramming your Arwing into it. You'll have to deal with a hoard of enemy ships on the first part of the level and they are pretty easy to take out, especially as they very rarely fire back at you. Power-ups and rings can be obtained by shooting the various radar and silver balls dotted around the level although they should be saved for when the Star Wolf team arrive.



FIGHTING STAR WOLF Destination: Solar

When the Star Wolf team enters the battle you'll have to forget about the rest of the enemy ships and just deal with this squadron of crack pilots. The Star Wolf team fly very fast and are manoeuvrable crafts so you'll need to be quick to avoid being shot down in flames. The best tactic to take out one of these guys is to position yourself behind them and try to lock on with torpedoes. If they perform a loop, copy them and watch the radar to see which direction they are going to peel off in. Make sure that you reply to any cries for help from your wing men as you can't afford to lose them in this battle. If you're being tailed by Star Wolf, evasive action will have to be taken immediately in the form of either a U-turn or a loop. This may not shake them so pull a few barrel rolls off until your power meter has charged back up for another loop or U-turn. If you manage to take out the Star Wolf team you'll be taken to the Solar level. If you are beaten by Star Wolf you'll end up going to Sector X on the easy route.

**MEDAL
150
POINTS**

EASY worlds

SECTOR X

Destination: Titania



You'll be attacked by swarms of enemy craft from the front and rear at the beginning of the Sector X level so keep that trigger finger pumping. As you fly into the first space structure use your barrel roll to deflect the laser fire but take care to avoid the red explosions. The next area is filled with space junk so make use of the brake and speed-up to get through safely. When you reach the solid wall a small portion in the centre will explode to allow you through but make sure that you dodge the giant robotic hand that crosses your path.

You'll have a choice of left or right and we generally find that the easiest route is to the right, so only take the left hand side if you want to go via the difficult path. If you take the easy path you'll have to deal with gun turrets and enemy craft but if you make use of the barrel roll you should get through unscathed.



EASY BOSS Mode: 3D Scroll

This huge robot has detachable arms that can be fired at your Arwing. Shoot the robot in the head to deplete its energy but watch out for its blue beam and swinging arms. When you think you've dealt with him, he'll come back from the dead and attack you some more so fire a few bombs into his head to take him out once and for all.

ALTERNATIVE PATH 1 Destination: Macbeth

This is simple. To get to the Macbeth level on the medium path make sure that you kill the boss robot fast enough to avoid Slippy getting taken out.

ALTERNATIVE PATH 2 Destination: Sector Z

Take the left route at the junction for a chance of leaping all the way to Sector Z on the difficult path. Plot your path through the moving walls, using brake and accelerate is essential. To actually get the warp to Sector Z you'll have to destroy every white gate on the left hand route.

EASY worlds

TITANIA

Destination: Bolse Defence Outpost

MEDAL
150
POINTS



EASY BOSS Mode: 3D Scroll

Before you reach the boss, shoot the strange looking plants to reveal energy rings that should come in handy. You'll see Slippy in one of the monster's claws so shoot the other one first. Watch out for its laser fire and get ready to hover over the tail when it swings around. Once you've dismembered the creature Slippy will be set free and it's time to get down to the business of pay back. Launch a few bombs and concentrate your laser fire into the creature's chest then watch as its body scatters over a twelve mile radius.

If Slippy is taken out by the boss on Sector X you'll find yourself on Titania in a bid to rescue him. Titania is the first of the Land Master tank levels and believe me, it can get pretty hairy at times, although control of your tank could not be easier. Use the banking buttons to tilt the tank left and right and double press for a barrel roll - tank style. Your tank can also take to the air by pressing both of these buttons at the same time but only for a short while. This makes it easier to take out airborne targets and help out your friends when they are in trouble.

There are plenty of hazards to avoid on your way to rescue Peppy with the first being the old falling pillars which appear at the start and the end of the

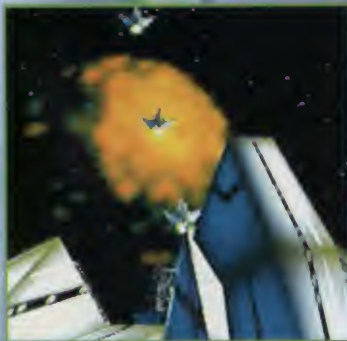
level. Don't go under the large arachnid style enemies as they will collapse onto you if you shoot them. Also, the mines dotted around the landscape cannot be destroyed so do your best to avoid them.

Use the boost to get through the open areas with the laser towers or you'll get fried by the energy beams. In the next section watch out for enemy planes and tanks coming over the hill as they'll take you by surprise. When you come to the valley, try to lock on and destroy the bolder throwers on the hills before they get chance to launch. If some boulders are launched, use your tornadoes to blast through them when they hit the ground.

BOLSE DEFENCE OUTPOST (VOLUS)

Destination: Venom

MEDAL
150
POINTS



This is Andross' last line of defence and it is very strong! The base is surrounded by a force field which produces a gravitational pull, making it hard to control your ship. Face your Arwing into the force field and use your boost to get close to the force field pillars on the outside. Now lock torpedoes on and destroy every one of these pillars to de-activate the force field. Don't worry about the gun turrets as you'll rarely get hit by them. Besides, every gun tower will leave a ring behind and you'll need to save them for the second wave.

Once the force field is down, a swarm of enemy ships will leave the base so set about taking them down. Make sure that you respond to any calls of help from your wing men as you'll need them for when Star Wolf arrives.

Once Star Wolf arrives a core will rise from the centre of the base. This core is your target so shoot all of the yellow ports on it as it revolves around. Whilst concentrating on the core make sure that you also give your wing men a hand in dealing with Star Wolf and his team. As you fly towards the core you'll get caught in a cross fire of blue laser so use the barrel roll to deflect the shots. Once you've hit the final yellow port on the core you'll be taken to Venom, Andross' home world.

**MEDAL
200
POINTS**

VENOM

Destination: Andross



Andross throws everything he has at you on the final level with hordes of enemy craft attacking you constantly. At the start you'll come face to face with a virtual wall of ships all aiming to take you out of the sky. Use a bomb to dispatch some of them then switch to torpedoes and make sure that you make good use of the barrel roll.

You'll have a number of different routes to take which contain different hazards, although they are all as tricky as each other. Watch out for the ground based units on all routes as they can sometimes move up from behind, making life extremely difficult for you. If you take the left hand route be prepared to get attacked from behind and above. If you keep to the left all the way through Venom you'll see a swarm of pillars come over

the top of you. When they hit the ground they'll form an intricate maze which you have to fly your Arwing through. This is a real test of flying skills and all controls must be used to get through safely. You'll have to dodge more pillars after this, the first set come into the screen and the last set spin horizontally. To get through the last set of pillars you'll have to go left or right to find a gap.

The right hand route is just as tricky as the left hand, especially avoiding the huge stone spikes that rise from the ground at great speed. Towards the end of the right hand route watch out for the boxes that just appear in the sky as these can be the source of many a life lost. You'll have to deal with more pillars right at the end but this time only the spinning horizontal ones.



EASY BOSS Mode: 3D Scroll

After the final set of pillars you'll fly into a huge Egyptian temple. Flying through this tunnel is pretty perilous as there are plenty of falling and moving pillars. Your objective here is to destroy the huge robot running through the tunnel in front of you. Concentrate your fire on one area of the robot to destroy its rock covering then move to the next part until the rock is completely blown away. You can now go in for the kill so launch a few bombs to finish it off. Whilst attacking the robot he will be activating a whole host of traps throughout the tunnel so keep your eyes on your ship and get ready for evasive action.

After defeating the boss in the temple you'll enter a tunnel which leads to the final confrontation with Andross but you'll find out about that later on.

MEDIUM WORLDS

KATINA

Destination: Solar →

**MEDAL
150
POINTS**



The Katina level relies heavily on Independence Day influences and it really does look the part. It's an All Range mode level and your job is to save the pyramid base in the centre from certain destruction by the alien mother-ship.

At the beginning just concentrate on taking out the enemy craft but be careful not to hit the friendly Jet fighters. Towards the end of the level a huge

mother-ship will appear and release even more alien ships. After a while four hatches will open on the mother-ship. These must be destroyed to make a cone appear in the centre of the ship which must be destroyed, preferably using bombs, to get to the Solar level. If you don't destroy the cone a massive energy beam will fire from it and completely destroy the pyramid base. If this happens you will be taken to Sector X on the easy level.



SOLAR

Destination: MacBeth →

**MEDAL
100
POINTS**



The surface of Solar is a huge sea of boiling hot lava which puts your Arwing under a great deal of stress. Your energy bar will deplete constantly throughout the level and getting closer to the surface will make it deplete even faster, so stay as high as possible. You can replenish your energy by shooting the rocks and birds to get rings and power-ups.

At the start of the level watch out for the huge blasts of lava which spurt up from the surface and make sure that you fly at a high altitude. Keeping high will also help in avoiding the huge lava waves that swell up from below you. If one of these waves looks to be too high you may have to use the breaks or perform a

EASY BOSS Mode: 3D Scroll

Use the air brakes to slow down at the checkpoint to avoid the lava blasts, then shortly afterwards you'll come to the bio-weapon boss. This huge creature uses his claws to slash at you and make waves in the lava. When he turns and dives into the lava, shoot the rocks that appear from the swell. Aim for his claws first then when you have blown them away aim for the creature's head. He'll start to spin around and release huge globes of lava which you'll have to dodge. After this, launch a few bombs at the creature's head to finish it off.



loop to avoid crashing into it. By the time the first rocks come along you'll be in desperate need of some rings so open fire on them. Shoot the large rocks to make them split up into several small ones which will leave a ring once shot. There isn't really much to this level except for shooting rocks and avoiding waves so just concentrate on keeping that health up.

**MEDAL
150
POINTS**

MACBETH

Destination: Boise Defence Outpost

The second of the Land Master tank levels is pretty tough with a whole host of different targets and hazards to deal with. At the start blast the carts on the train to the left before they deposit their boulders into your path but watch out for the laser fire.

Use the hover function on the Land Master to get over the boulders and aim at the train to take out its weapons as you head down the hill. Watch out for the fire bombs and boulders as you head through this section. Make use of the hover again as you go through the tunnel to avoid the gliders that appear from the slides. Take out as much of the train as possible through the tunnel and make sure that you pass through the checkpoint to the right as you exit. In the next section, again try to destroy as

EASY BOSS Mode: 3D Scroll

The boss is a flying robot that is attached to the back of the train. He has many forms of attack and is probably the hardest boss so far in the game. The first things to watch out for are the huge batons he drops to the ground. These can be destroyed but you'll have to be fast with the laser. Aim at its head and watch to see when he is charging up for the next attack. When it fires its pink energy beam at you stay in the centre and follow the direction of it to avoid getting hit. When the robot starts to swoop down, do a barrel roll to avoid its hook which will rip you up into the air if it catches you.

much of the train as possible so that it doesn't get in your way and shoot the gates to reach the rings. At the end, just before you tackle the boss, the train will stop so go to the right and shoot the gate to avoid colliding with the train.



ALTERNATIVE PATH

Once you get through the checkpoint and out into the final section, you'll have to shoot the eight switches dotted around either side of the train tracks. They will swing around to the right and display a green light to let you know that you were on target. If you manage to hit all eight switches, shoot the switcher box which is a panel covered in green lights. If you're successful in getting all of the switches and the switcher box the tracks will click over and the train will smash into the complex at the end, meaning that you don't have to fight the boss. If you're lucky, your friend, Kat, may come along and help you shoot the switches.



DIFFICULT WORLDS

**MEDAL
150
POINTS**

SECTOR Y

Destination: Aquas



EASY BOSS Mode: All Range

You're faced with three robots, the problem being that you can't lock on to them with torpedoes. The robots are quite fast and manoeuvrable so keep track of them on the radar and try to finish the first two off quickly or your wing men will do the job and you'll lose the hit points. Once you've taken the first two out an even bigger white robot will launch from the mother ship. This guy is much tougher and faster than the other two. It has a nasty habit of ramming into you so perform sharp turns away from it when it gets too close. Once you have damaged it enough, it will start to fly around the mother ship which is when you should go in for the kill.



The object in Sector Y is to earn over 100 hit points, so use of the torpedoes is a must. You'll need at least 85 hit points by the time you reach the end of the level or you won't have the chance to go to Aquas. General Pepper is under attack by Andross' hoard of fighters and battle robots. You'll need to be on the ball right from the start to get your 100 hit points so go for the green robots first as you'll be guaranteed at least one point for a direct hit.

Watch out for the missiles just after Slippy tells you there's something wrong then as soon as you reach the next vessel you'll be attacked from above. Keep using the barrel roll here and take out the enemy fighters coming out of the structure in front of you. There are a few different routes to take through the various ships and your first choice is to go either over the next structure or under it. There's no real advantage to any of the different routes and the hazards are usually the same so it's just a case of exploring each one. Although Sector Y is in 3D Scroll mode you'll find that you never just fly straight past the ships and structures. You'll usually pass them at an angle

which means you'll have to negotiate some very hazardous nooks and crannies.

The gun turrets on the ships are a good source of hit points but watch out for the cross fire. Heavy use of the barrel roll is a necessity if you're to get past the gun batteries without taking too much damage. The checkpoint is pretty hard to find on this level but if you keep high through the middle of the stage you should catch sight of it on the top of a platform.

ALTERNATIVE ROUTE Destination: Katina

To go to Katina instead of Aquas just make sure that you don't get your 100 hit point quota.

**MEDAL
150
POINTS**

AQUAS

Destination: Zoneth



The Aquas ocean world sets you in the Blue Marine battle sub in an undersea battle of epic proportions. The bomb button has changed to a separate automatic homing torpedo of which you have an infinite supply. The cross hairs will pick out the closest target and all you have to do is press the button to destroy your target. These torpedoes also have another function as they serve to light the screen up, which is a great help as the water is so polluted and visibility is very poor.

The enemy take the form of some very weird looking creatures ranging from exploding starfish to giant squid. Make sure that you take the starfish out before they get too close or you'll get caught in the blast, and shoot the

clams to get power ups and rings.

When you come across the whale with a search light on its back try to take it out when it's in front of you or it will attack from behind later on. Before you reach the gully you'll be caught by surprise when a load of squid jump up from the sea bed, so aim your torpedoes into them before they attack. Once in the gully be sure to take out the starfish and avoid the electricity created by the giant squid. Also keep an eye open for falling rocks especially towards the end of the gully.

EASY BOSS Mode: 3D Scroll

This giant clam bio-weapon has a number of different attacks for you to deal with. Firstly, destroy the three spouts at the top and shoot the worms in the head to take them out quickly. When the clams open shoot the two strands either side of the centre section and once they are destroyed, aim for the green eye that appears. Watch out for the solid balls fired at you. The best way to avoid them is to keep barrel rolling and firing as fast as possible.

**MEDAL
250
POINTS**

ZONESS

Destination: Sector Z

ZoneSS is Green Peace's worst nightmare. With a sea that looks like a public toilet on a Saturday morning full with rusting Iron boats and oil platforms, this place is pretty depressing. Nevertheless, there's so much for you to deal with that you won't have time to worry about the environment.

Watch out for the flying fish at the beginning of the level and keep your eyes peeled for the cranes. Shoot the boxes on the cranes to get yourself a power-up or a ring. Just past the first set of rocks you'll be attacked by



some three-winged creatures that jump from the sea and fire a blue ball of energy at you. These things are pretty tough to kill so it's best to stay out of their way instead. Avoid the mechanoid spiders skating across the water as they cannot be destroyed. If you want to go to Sector Z, you'll have to shoot every single search light on this level. Thankfully,



Kat will appear every now and again to help you out. If the search lights turn to red then you will have been spotted which means that there's no point in trying to shoot them anymore. About halfway through the level you'll come across a gigantic sea



serpent which jumps out of the water in a Nessle type fashion. Again this can't be killed so just avoid it by watching for the ripples in the water. Just past the check point shoot the cogs to lower the gates and get the search lights behind. Destroy the containers on the ships to find more power-ups. When you enter the heavily built up area watch out for the attack boats that come from behind and make use of the air brakes to fly your way through the platforms.

EASY BOSS Mode: 3D Scroll

Before you see the boss, shoot the yellow barrels in the ocean to get more rings and to stop them from exploding. When you reach the boss watch out for its ball and chain and shoot the exhaust pipes at the top first then concentrate on one side of it. Launch a few bombs and if you are on target, the side of the boat will drop off into the ocean. Don't worry about using bombs as there are plenty for you to collect, just shoot the solid green balls launched by the boat. When you knock part of the boat out, it will swing around and try to winch it back up from the sea bed using the crane. Fire a few bombs into the crane to take it out then concentrate on the other side of the boat. The boss will dive into the ocean every now and again from where he'll launch his ball and chain, this is easy to avoid, just watch for the splashes in the water. When you have taken both sides of the boat out it will start to fire at you as it darts around the area in front of you. Fire a few more bombs to take care of it once and for all.

ALTERNATIVE ROUTE Destination: MacBeth

Miss any one of the search lights and you'll be winging your way to the Macbeth Land Master tank level.

**MEDAL
100
POINTS**

SECTOR Z

Destination: Area 6



At the start, the Great Fox mother ship will become surrounded by enemy fighters so do your best to take out as many of them as possible, which by this stage should be pretty easy for you. Make sure that you save your buddies as you'll need them for the ridiculously tough Area 6 stage. Shoot the small pieces of space junk to find power-ups and health rings. These can be found floating around freely or in the centre of the larger structures in this area.

After a while of dog fighting, six missiles will be launched at Great Fox. If one of these missiles hits the ship you'll all have to leave the battle early and go to the Bolse Defence Outpost. All of the missiles come from the bottom

a barrage of bombs on the third wave and perform a U-turn. If you don't destroy them on the first run. You'll have to use the air brakes to keep yourself in a good attacking position when coming from behind the missiles. You'll also have to be quick to take all six missiles out as things become very hectic. Make sure that you head out to the missiles once you are informed of their approach or you simply won't have enough time to take them all out.



ALTERNATIVE ROUTE Destination: Bolse Defence Outpost

If you feel that you can't handle the pressure of Area 6 and Venom on the hard setting, let one of the missiles hit the Great Fox and you'll be taken onto the Easy route at Bolse Defence Outpost.

of the radar screen which is off the left side of the ship. The missiles are fired in waves with one coming first and then two then three altogether. Take the first one out with lasers then use a bomb for the next wave. Use

difficult worlds

**MEDAL
300
POINTS**

AREA 6

Destination: Venom



You'll come across nearly every enemy ship you've had to tackle so far on Area 6 so even with a full crew of wing men you're going to find this very tough. These ships are all faster and harder than your previous encounters so keep an eye open for your wing men as you will need their help. The best strategy for survival is to fire torpedoes into the centre of a cluster of ships as you should take out multiple bogies rather than singles.



A good aim is required to clear a path in the mine fields as they will explode once you get close to them. If you're feeling brave and you want to go for a medal, shoot the cones on the small defence stations to earn yourself an extra 3 hit points each time. You'll need 300 for the medal though.



As well as help from your buddies you can also get the Great Fox to cover you in some areas. When you see the flashing signal with the accompanying bleep, hit the right hand yellow button and ROB will open up on targets in your vicinity. Just after this, take out the missiles to stop them exploding in front of you then after you've saved Peppy from a missile attack, start barrel rolling to avoid the ships in front of you. These ships will dart around very quickly so make sure that you keep on the move as well.

Once you're through the checkpoint you'll enter a very heavily defended area. Take out the gun batteries on the large alien ships to make your progress through this section easier.

EASY BOSS Mode: 3D Scroll

This high tech boss is a huge space station equipped with mechanical claws, missiles, huge energy rays and a cloaking device. Once the ship un-cloaks and reveals its centre to you, shoot the three rotating pink energy balls. The ship will shortly close up and the claws will start to swing around outside it. Shoot the three claws and avoid the barrage of missiles that are launched at you. Once the claws are destroyed the space station will open up again allowing you to shoot three more pink energy balls. This time though they will be rotating faster, making it harder for you to hit them. Repeat this process about three or four times and you'll notice the energy gathering in the centre of the ship. When this happens fly to the left of the screen and wait there. When the huge energy beam bursts from the centre of the space station move your Arwing clockwise around the edges of the screen. If you are fast enough you should be able to avoid the beam. Once the beam disperses, concentrate all of your firepower into the centre of the craft and sit back as it explodes into a zillion little alien scum pieces.

**MEDAL
200
POINTS**

VENOM (HARD)

Destination: Andross



You won't go to the star map after Area 6, instead it's straight onto Venom where you'll have a Full Range mode battle with Star Wolf. This time though they've got even faster and better equipped ships, giving you a monumental task to overcome. Torpedoes aren't as effective as usual as your enemies' new ships have force fields which can deflect them. At the start there is one opportunity to use a bomb to great effect. When Star Wolf first appears press start immediately to cut out all of the talk. You now have time to position yourself in front of them somewhere near to the structure in the centre. When all of the team are over the structure, fire the bomb and you should damage all four ships giving you a good head start.

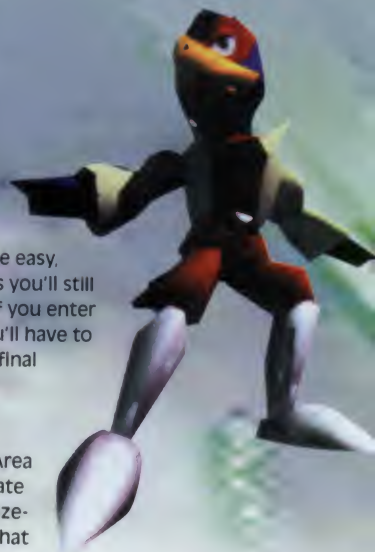
There are two strategies to beating Star Wolf and they work best when you combine them. The first is to allow one of them to trail you then do a loop once they start firing. Watch the radar to see which direction they head in then follow them and open fire. This may go on for some time with both of you switching position but as long as they don't stay behind you for too long you should win in the end. If things get too hectic or you need to save one of your wing men then don't hesitate to break off the dog fight. The second strategy is to home into your enemies whilst they are attacking your team. If you come at an angle from behind you'll have the most time to open fire on them.

ANDROSS



Whether coming via the easy, medium or hard routes you'll still have to face Andross. If you enter Venom from Area 6 you'll have to deal with an extended final confrontation which is ridiculously tough.

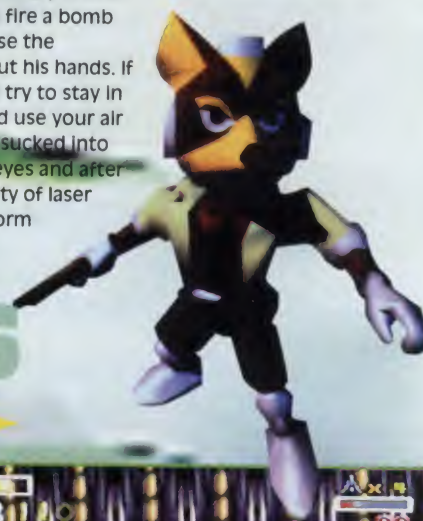
If you have arrived via Area 6, you'll have to negotiate your way through a maze-like tunnel. Make sure that you keep left at all times as you'll find a few extra power-ups which will help when you reach Andross. If you come through the easy route you'll still have to negotiate a tunnel but this time it will be straight with just a few electricity beams for you to dodge.



EASY ANDROSS



To destroy Andross in his first incarnation (ugly monkey head) you must firstly destroy his hands. The hands will try to hit you so get ready to dodge as they draw back for a swipe. Keeping high or low is usually the best way to avoid the hands. The hands have a set sequence: Right hand swipes twice (watch the back swipe), then left hand swipes, then the hands will clap together. Once the hands have clapped together he will try to suck you into his mouth so fire a bomb straight into it then use the opportunity to take out his hands. If you run out of bombs try to stay in the top left corner and use your air brakes to avoid being sucked into his mouth. Shoot his eyes and after a few bombs and plenty of laser fire Andross will be worm feed.



HARD ANDROSS

Once you've dealt with the easy Andross he will explode to reveal his true identity, a huge ugly two eyed brain. The eyes will come after you so get behind them and use your lasers to blow them to oblivion. Once the eyes are dealt with you have to concentrate your efforts on the back part of the brain but Andross will make it almost impossible for you to get to it. As well as mines Andross also has tendons hanging below which will take nearly a third of your energy if you fly into them. The best way to reach the back part of the brain is to let Andross follow you then perform a U-turn over the top of him, being careful not to get caught in his tendons. Andross will do one of two things now: He'll either teleport to another area or make a turn to face you. If he teleports you won't have much of a chance to reach your target but if he makes a turn, watch the radar and make sure that you turn in the opposite direction. You won't reach the target every time so be patient and don't lose your cool. Destroying Andross here will take some time but if you follow this pattern you should be victorious.

After destroying the huge brain a new but familiar looking character will appear telling you to follow him. He'll lead you out of the complex so use your acceleration to keep up with him or you'll get lost. If you don't make it out of here you'll have to tackle Andross all over again and believe me, it's extremely frustrating. If you do make it out then you can give yourself a pat on the back for saving the Lylat system on hard mode. Well done.





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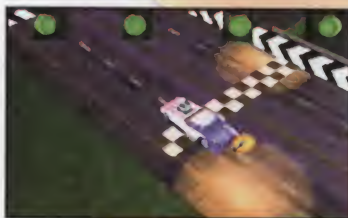
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Hidden Extras

WE TIP EVERY N64 GAME YET RELEASED

Christmas is coming and the goose is getting fat, get the highest score or you'll look a total prat. Playing it fair is really very neat, but if you can't, why not use a cheat? We now bring you a little Christmas cheer, we've got a tip for every game EVER here. So if you win you've got us to thank, if not, go away and have a (practice - Ed).

Blast Corps



Easy Explosion

Position a vehicle so the door is against a construct. Hold down 'Z', even though you can't leave. Eventually the building explodes.

Turbo Start

At the start of a time trial level, hit the accelerator on the last 'beep', just as the lights turn green.

Ghost Car

On the time trial, change vehicles and race again. Your previous performance is ghosted.

Bomberman 64

Tips

Place a bomb next to the crocodile's head to open the doorway within. A bomb on the top of a snowy slope near the sign causes an avalanche, opening new areas. A bomb next to a raised bridge often lowers it. Blast the butterfly by stunning it then blowing it up for a bonus.

Clayfighters 63 1/3

Secret Options Menu

Hold Left-Shoulder at the character select screen and enter Top 'C', Right 'C', Left 'C', Bottom 'C', 'B', 'A'. The secret options menu is now accessible.

Play as Booger Man

Holding down Left-Shoulder on the character select screen, enter (on the 'D' Pad) UP, RIGHT, DOWN, LEFT, RIGHT, LEFT.

Play as Sumo Santa

Hold Left-Shoulder on the character select screen and enter 'A', Bottom 'C', Right 'C', Top 'C', Left 'C', 'B'.

Play as Dr Kiln

On the character select screen, hold the Left-Shoulder and enter 'B', Left 'C', Top 'C', Right 'C', Bottom 'C', 'A'. You see a flash and one of the question marks disappears. You can now play as Dr Kiln.

Random Character Selection

On the character select screen, hold both shoulder buttons to get the game to choose a fighter for you.

Cruis'n USA

Hidden Vehicles

On the choose car screen, press and hold Top 'C', Bottom 'C' and Left 'C'. Scroll through the vehicles to find the police car, school bus and the jeep.

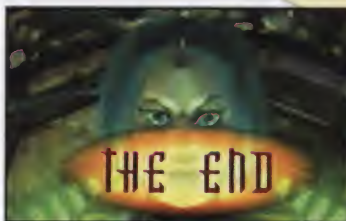
Secret Courses

On the choose race screen, press and hold one of the following button combinations to get the respective course. Golden Gate Park: Left 'C', Bottom 'C', Left-Shoulder. Indiana: Top 'C', Right 'C', Left-Shoulder. San Francisco: Right 'C', Bottom 'C', Left-Shoulder.

Flashing Lights

After getting your initials onto the hot times screen, scroll to the bottom of the list and hold the joystick to the left until a programmer's head appears and says, "I love this job". Choose the cop car or school bus, and during a race hit the brakes then accelerate to activate the lights.

Dark Rift



Play as Sonork

On the title screen, as the message says 'Press START', press Left-Shoulder, Right-Shoulder, Top 'C', Bottom 'C', Left 'C', Right 'C'. He's now available from the character select screen.

Play as Sonork or Demitron

On the title screen, as the message says 'Press Start', press A, B, Right-Shoulder, Left-Shoulder, Bottom 'C', Top 'C'. Both Sonork and Demitron are now available.

Character Endings

Enter these codes on the title screen during the 'Press Start' message.

Aaron: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, Left 'C'.

Demonica: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, Top 'C'.

Demitron: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Left-Shoulder, Left-Shoulder, Bottom 'C'.

Eve: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, Right 'C'.

Gore: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, Bottom 'C'.

Morphix: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, 'B'.

Niiki: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Right-Shoulder, Right-Shoulder, 'A'.

Scarlet: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Left-Shoulder, Left-Shoulder, Left 'C'.

Sonork: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Left-Shoulder, Left-Shoulder, Top 'C'.

Zenmuron: UP, Left 'C', Right-Shoulder, RIGHT, DOWN, Left-Shoulder, Left-Shoulder, Right 'C'.



Diddy Kong Racing

Bonus Stages

Look for the four keys to bonus areas. There's one in each world. In Dino Domain it's on the Ancient Lake course at the top of a small ramp near the Stonehenge-style arch.

Doom 64

Super Password

W93M 7H2O BCYO PSVB

Gives you 100 health and armour points, all weapons, full armour and the Backpack, as well as three pieces of the pentagram, powering the laser rifle to maximum.



Special Features

?JTL BDFW BFGV JVVb

Press 'Start' to pause the game. You see a Features option; this allows you to warp to any level, gives you full health and ammo, all weapons, full map and activates god mode.

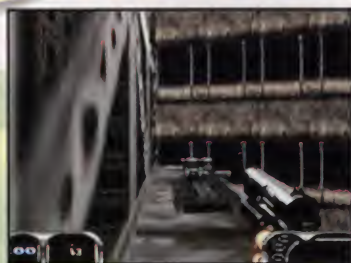
Doraemon

Starter Guide

You start beside the Save Tree. Climb it to get Item One, the Anywhere Door. With this you can return to the tree and stand under it to save your game. This item also gives you access to Area One, The Field. This area is up the path to the right of the tree (if you're facing it). Cross the bridge and open the treasure chest to obtain Item Two, the Air Gun. This is Doraemon's weapon. At the end of the dirt path is a

cave containing Item Three, the Stopwatch. This temporarily freezes all foes. There's another cave in the wall underneath the floating islands. Here you find a treasure chest with Item Four, a Pink Flower Sack. Head across the floating islands to the large floating island to face Boss One, Tanuki.

Duke Nukem



Starter Tips

From the start, shoot the gas cylinders to blow your way into the vent. After dropping down to street level, jump onto the crate and then onto the sloping ledge behind it. Turn right and jump onto the ledge below the 'GUILTY' sign. You find a Grenade Launcher. Walk back onto the sloping ledge and go through one of the office windows to find some ammo.

F1 Pole Position

Secret Car

Complete the game as World Champion. Save to a Memory Pak and restart. When the game says, "please wait while loading" press and hold 'A' and 'B'. On the car selection screen there's a secret car.

FIFA 64

Edit Players

When you see the EA Sports logo, press

Extreme G

When cheats require you to enter your name, in Extreme Contest mode press Right-Shoulder on the bike selection screen to get to change your name. Use Right-Shoulder on the name input screen to toggle between upper and lower case letters and 'Start' to leave the screen when you've entered your name.



Hidden Bikes

Finish the contest mode on Meltdown to get the Roach, an ace new bike. Finish the final circuit to find the best bike in the game, Neon. Every attribute is set to the max.

Fisheye Lens

Go to contest mode, enter your name as 'fisheye'. When racing the screen is distorted, giving an even greater feeling of speed. Note: all codes entered as names should use only lower-case letters.

Race as a Boulder

Probe's inevitable joke is to turn every bike on the track into a boulder. Enter your name as 'roller' (no capitals again) and you hear a sound effect. The bikes are now boulders.

Extreme Speed

To enter the Extreme Mode, enter 'xtreme' as your name. Good luck - you need it!

Extremely Ghostly

Enter 'ghostly' as your name and all the track polygons become transparent. This is interesting, if confusing.

Magnify Mode

Use 'magnify' as your name to make everything look huge.

Race Upside Down

On the name entry screen, enter your name as 'antigrav'. You race on the roof.

Stealth Mode

Enter 'stealth' to race with all drivers invisible. You can still see shadows and weapons.

Ugly Mode

Ever wondered what *Extreme G* would look like on the PSX? Enter your name as 'uglymode' to remove the mip-mapping and texture transparencies.

Wireframe Mode

Enter your name as 'wire' to race using only wireframe graphics.

A, B, A, B, B, B, A, Z. You can now edit your players.

Glory of St Andrews, The

Basic Tip

Get the tiny ball into the hole in as few shots as possible. This tip works for all golf games.

Go Go Troublemakers

Starter Guide, World One

Level One: Under the red blocks is the exit star. In the first hut after the small fire is a Clancer Statue - drop it on the fire.

Level Two: Boost over the flames and press DOWN and 'B' at the purple block with rising stars to get the red gems. To the left of the row of flames is a green house. Above this are purple blocks. Jump, air boost up and move right to find a ledge containing the yellow gem.

Level Three: Tug on the white balls to release stars. To find the yellow gem, take the baller coaster and find the orange ball which drops bombs when tugged. Follow it over the red blocks and pull it. The bomb reveals a star which takes you to the gem. Go to the baller coaster and tug at the fast-moving ball. Ride it to the top and get off near the glowing white ball. Tug this to find a new ball near the bally-go-round. Pull this one to reveal a star near the ball spring, take the star to the exit.

Goeman 5

Blade-Shield Tip

When Yae can't usually move and use her blade-shield. However, if you have the armour or shield and are hurt while using the blade-shield, you can move again.

Golden Hair

In the middle of using Goemon's touch-and-go skills, get killed by an enemy. You start your next life with golden hair.

GoldenEye 007

There's a complete solution in the ace book we've given away with this issue...



Hexen

Enter Cheat Menu

Start a game. Pause and press Top 'C', Bottom 'C', Left 'C', Right 'C'. You see the word 'Cheat' appear at the bottom of the menu. Accessing this takes you into a Cheat menu. The following codes activate the cheats, if you enter them quickly:

God Mode (invincibility): Left 'C', Right 'C', Bottom 'C'.

Clipping (you can walk through walls): Top 'C' (20 times), Bottom 'C'.

Visit (level select): Left 'C', Left 'C', Right 'C', Right 'C', Bottom 'C', Top 'C'.

Butcher (kills all enemies currently on-screen): Bottom 'C', Top 'C', Left 'C', Left 'C'.

Health (gives you full health): Left 'C', Top 'C', Bottom 'C', Bottom 'C'.

All Keys: Bottom 'C', Top 'C', Left 'C', Right 'C'.

All Artefacts: Top 'C', Right 'C', Bottom 'C', Top 'C'.

All Weapons: Right 'C', Top 'C', Bottom 'C', Bottom 'C'.

Puzzle Items: Top 'C', Left 'C' (three times), Right 'C', Bottom 'C' (twice).

Human Grand Prix

See F1 Pole Position.

International Superstar Soccer

See J-League Perfect Striker.

J-League Perfect Striker

Large Heads

On the title screen, press and hold 'Z' and enter Top 'C', Top 'C', Bottom 'C', Bottom 'C', Left 'C', Right 'C', Left 'C', Right 'C', B, A, Start.

Star Teams

On the title screen, press and hold 'Z' and enter UP, Left-Shoulder, UP, Left-Shoulder, DOWN, Left-Shoulder, DOWN, Left-Shoulder, LEFT, Right-Shoulder, RIGHT, Right-Shoulder, LEFT, Right-Shoulder, RIGHT, Right-Shoulder, B, A, Start. You're given an extra group featuring all-star teams.

Killer Instinct Gold

Play as Gargos

During the demo, on the character profile screen press Z, A, Right-Shoulder, Z, A, B. Gargos laughs, and is now selectable.

Secret Colours

Again during the demo, on the character profile screen press Z, B, A, Z, A, Left-Shoulder. More costumes are available.

View Credits

Yet again during the demo, on the character profile screen Z, LEFT, A, Z, A, Right-Shoulder to view the credits.

Random Character Select

On the character select screen, press UP and 'Start' at the same time to have the machine select your character for you.

All Options

On the character profile screen, press Z, B, A, Left-Shoulder, A, Z. You hear a voice say, "Perfect". Level Five options are now available.

Sky Stage (Two-Player Mode Only)

On the character select screen, both players should select their fighter by pressing DOWN and Bottom 'C' together. You fight on a floating platform.

King of Pro Baseball

Sudden Ending

After Imagineer's Genki logo, another logo appears. Press Left-Shoulder, Right-Shoulder, 'A' to see the ending of the game.

Mace: The Dark Age

Play as Janitor Ned

On the character select screen, press 'Start' while highlighting fighters, in this order: Koyasha, Executioner, Lord Deimos. Highlight Xiao Long and press 'Q'. Ned is now playable.

Switch Heads

At the character select screen highlight the following characters and press 'Start' on each in turn: Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira. Chosen fighters switch heads.

Fluffy Bunny Slippers

At the character select screen, highlight the following fighters, pressing 'Start' on each: Ragnar, Dregan, Koyasha. When you choose your fighter, he wears ridiculous slippers.

2-Player Practice Mode

To play with two players in practice mode highlight the practice button on the main menu and hit 'Start' simultaneously on both controllers. Now two players can select a character.

Play as Ichiro and Gar

Wait for the copyright screen to load and hit RIGHT, UP, LEFT, DOWN, RIGHT, UP, LEFT, DOWN on your control pad. On the character selection screen, Ichiro and Gar Gunderson are selectable.

Play at Machu Pichu

Press 'Start' on each of these characters: Namira, Koyasha, Taria. You can now play as Mach Pichu.

Big Head Mode

Press 'Start' on these characters: Ragnar, Al' Rashid, Takeshi.

Play as Grendal

Win three games in two-player mode. Go to the character select screen and hold 'Start' while highlighting The Executioner. Grendal appears in his place. Still holding 'Start', press 'B' to fight.

Play as Pojo

Perform Taria's execution in one-player mode and continue a two-player game. When you next see the select screen, go to Taria and hold 'Start'. Pojo appears. Still holding 'Start', press Quick to select.

Mahjong Master

Wise Words

Give it a wide berth unless you can read Japanese.

Mario Kart 64

Turbo Start

To get a fast start, hit the gas between the second and third lights.



Mischief Makers

See Go Go Troublemakers.

Mortal Kombat Trilogy

Random Character Select

On the character select screen, highlight Noob Saibot and press UP and 'Start' together for a random selection.

Select Battle Arena

On the character select screen, highlight Sonya and press UP and 'Start' at the same time. The screen shakes. After choosing your fighter, you can choose your arena.

Freeplay

On the storyline screen, press DOWN, DOWN, UP, UP, RIGHT, RIGHT, LEFT, LEFT on the joystick or 'D' Pad. You hear a crunch.

88

Pilotwings 64

Wario to Mario

On the cannon level, Mission One, Stage One, aim at the Mario head on Mount Rushmore to change it to Wario. Aim at Wario to change it back.

Trajectories

These settings should get you into the bullseye with your first shot, leaving only minor adjustments. Always use full power.

Round One

Target One

Vertical: 1-2 degrees
Horizontal: 5 degrees north of NW

Target Two

Vertical: 12-13 degrees
Horizontal: 20 degrees south-west of W

Target Three

Vertical: 17 degrees
Horizontal: 15 degrees west of NW

Target Four

Vertical: 4 degrees
Horizontal: 3 degrees south-west of W

Round Two

Target One

Vertical: 10 degrees
Horizontal: 20 degrees west of SW

Target Two

Vertical: 5 degrees
Horizontal: 10 degrees south-west of S

Target Three

Vertical: 29 degrees
Horizontal: 26-27 degrees north-west of W

Target Four

Vertical: 19-20 degrees
Horizontal: 4 degrees south of SE

Round Three

Target One

Vertical: 13-14 degrees
Horizontal: 22 degrees south-east of E

Target Two

For this target, set your power to around a quarter.

Vertical: 5 degrees
Horizontal: 6 degrees south-west of W

Target Three

Vertical: 52-53 degrees
Horizontal: 10 degrees south of SW

Target Four

Vertical: 38 degrees
Horizontal: 8-9 degrees south of SE

Refuel Gyroscope/Rocket Belt

On the USA level, follow the north-west road from Cape Canaveral to the petrol station. Fly low and circle it to refuel.

Day to Night

On the first Rocket Belt level, fly into the cave near the waterfall on Holiday Island. When you hit the metal grating, day is changed to night and vice versa.



Play as Motaro

When fighting in Jade's Desert, The Wasteland or Kahn's Tower, hold the joystick LEFT and press 'A' and Top 'C' together before the match starts. Your character is replaced by Motaro.

Play as Shao Kahn

When fighting on The Rooftop or Pit 3, hold DOWN on the joystick and press 'A' and 'B' together before the match starts. You play as Shao Kahn.

followed by a left-hand bend in front of a large waterfall. As you approach this bend, head towards the tree on the right. The short-cut is just below the branches and will take you through the waterfall. The second short-cut is in the tunnel after the waterfall. Half way through the tunnel there's a red and white chevron and a road fork sign, the short-cut is just after these on the right.



Multi-Racing Championship

Downtown (Hard) Short Cut

The first short-cut on the Downtown circuit is about three quarters of the way round. After passing the windmills there's a small uphill zig-zag section

NBA HangTime

Hidden Players

Access the hidden players with these names and PIN codes:

Dan AmrichAmrich: 2020
Dan RoanDanr: 0000
Sal DivitaDivita: 0201
Larry MundayMunday: 5432
John RootRoot: 6000
Sheridan Oursler .Sno: 0103
Mark TurmellTurmell: 0322

To find the team of programmers from a certain Midway fighting game, enter your name as Mortal or Kombat and your PIN as 0004.

Access Number Codes

Enter these codes on the Tonight's Matchup screen. Use the 'A' button to change the first number, Bottom 'C' to change the second number and Right 'C' to change the third.

025:Baby Mode
273:Stealth Turbo
390:No Pushing
048:No Music
461:Unlimited Turbo
937:Legal Goal Tending
709:Quick Hands
802:Max Power
284:Max Speed

552:Hyper Speed
120:Fast Passing

Sequence Codes

Enter these following codes on the Tonight's Matchup screen. The code box flashes if done correctly.
UP, Turbo+Pass:Big Heads
UP, UP, Pass, Turbo:Huge Heads
Rotate D-pad clockwise
starting with UP:Shot Percentage
LEFT, LEFT, Pass, Turbo: ..No Tag Arrow
Hold RIGHT and press
Pass, Pass:No CPU Assistance



Hold Right then press Shoot,
Turbo, Pass:Red, White & Blue Ball
Hold Left then press
Turbo three times:Rooftop Jam

Rodman Quick Change

You can change Dennis Rodman's hair colour by pressing the Pass button when you select your team (having chosen Dennis Rodman).

NFL Quarterback Club '98

Tactical Tip

On your 4th Down, if you've no chance of getting a touchdown, you've two options available to you. If you're within 33 yards of the opposing team's end-zone, go for a field goal. If you're further back, you've no chance of scoring in this way - punt it so the opposing side starts from further back.

Shadows of the Empire

End Sequence and Credits

When starting a new game, enter your name as '(space)Credits', remembering to start with a space and to use a capital 'C'. When you start a mission, the end sequence for the easy setting is shown.



Star Fox 64/Lylat Wars

See our playing guide this ish.

Super Mario 64

Butterfly 1-Ups/Bombs

Outside the castle and during courses two, 12 and 14, you find groups of butterflies that give extra lives or bombs when punched or squashed with a Butt-Stomp.

Mario Meets Yoshi

When you have 120 stars, you can get to the cannon outside the castle. Use it to fire

Mario onto the castle roof where you meet Yoshi. He gives you 100 lives. There are also power-ups to collect.

Tetrisphere

Line Code

This cheat lets you to play an extra game similar to Rescue mode. Select 'Single' from the Main Menu then choose New Name. Now enter your name as LINES. The new game option appears on the menu.

Level Select

This cheat allows you to select any level in Rescue, Hide and Seek and Puzzle mode. Select Single from the Main Menu then choose New Name. Press Left-Shoulder, Bottom 'C' and Right 'C' simultaneously, changing the digits into symbols. Now enter your name (using the symbols) as Planet, Flying Saucer, Rocket, Heart, Skull. You can now select any level before starting a game.

Turok: Dinosaur Hunter

Codes

Select Enter Cheat from the main menu and go for one of the following:

DLKTDR:	Pen and Ink Mode
SNFFRR:	Disco Mode
FRTHSTHTTRLSC:	Infinite Lives
THBST:	Gallery Mode (from main menu)
FDTHMGS:	Show Credits (from main menu)
THSSLKSCL:	Spirit Mode
CMGTSMGGTS:	All Weapons
BLTSSRRFRND:	Unlimited Ammo
NSTHMNDNT:	Enemies On Map
CLLTHNTMTN:	Quack Mode
LLTHCLRSFTHRNB:	Pearly Colours
RBNSMTH:	Robin Mode (Invincibility, All Weapons, Unlimited Ammo, Big Heads, Credits)
GRGCHN:	Greg Mode (All Weapons, Unlimited Ammo, Big Heads, Credits)
DNCHN:	Dana Mode (Small Enemies)
NTGHGTHDGCRTDTRK:	Mega Mode, Inc Level and Boss Warp



Extra Music

Select Single from the Main Menu and choose New Name then press Left-Shoulder, the Bottom 'C' and the Right 'C' simultaneously. Now enter your name as: 'G (Alien Head) MEBOY'. You'll now be able to select additional music selections within the Audio option.

End Credits

This cheat will allow you to see the end credits of the game. Select Single from the main menu and choose New Name, now enter your name as 'CREDITS'.

Top Gear Rally

Fast Corners

When a corner is bordered by a wall or crash barrier, drift into it holding the accelerator. You hardly slow down at all.

Bonus Track

The bonus track is the Strip Mine. Come in first on all races in Season Six to find it. To get it in Mirror mode, do the same thing in your second year.

Bonus Vehicles

Milk Truck: Finish all six seasons to get the first bonus car, the Milk Truck.

Helmet Car: Complete the second year and you get the Helmet Car.

Cupra Car: Finish the third year to get the Cupra Car, an ice cube on wheels.

Beach Ball: Finish the fourth year to get the Beach Ball car.

War Gods

Random Select

On the Character Select screen, press UP and 'Start'. The CPU now selects your character at random.

Play as Crox

On the Character Select screen, press: DOWN, RIGHT, LEFT, LEFT, UP, DOWN, RIGHT, UP, LEFT and LEFT. You hear 'all too easy'.

Play as Exor

On the Character Select screen, press: Left, Down, Down, Right, Left, Up, Left, Up, Right and Down. You'll hear "all too easy" if done correctly.

Freeplay

On the Title screen, press: Left 'C', Left 'C', RIGHT, 'A', 'B', Top 'C' and Right 'C'. You can now choose Freeplay from the Options menu.

Cheat Menu

Whilst on the Title screen, press: RIGHT, RIGHT, RIGHT, 'B', 'B', 'A', 'A'. If done correctly you'll hear a voice and the screen flashes.

Wave Race 64

Different Liveries

When choosing a jet ski, hold UP to change its colours and press 'A' to select.

Fast Start

Press the accelerator as soon as the announcer says "Go".

Ride the Dolphin

Select Stunt Mode and Dolphin Park. Ride through all the rings performing the following stunts (in the given order);

Handstand

Backwards Riding

Standing Somersault

Single Flip

Dive

Sideways Roll (both directions)

You hear the dolphin squeak. Reset the game and select Championship Mode.

Normal Mode. Warm Up. As you select your rider, hold DOWN and press 'A' to ride Flipper.

appear. Now return to the game for a punch up.

Choose Your Opponents

Press 'Start' and choose Play Game or Practice. Highlight the team you wish to play against then press Right 'C' three times; you hear a click. Now start the game to play against the team you highlighted.

Super Teams

Before starting a game, select Setup from the Main menu then select Options. On the Options screen, hold Left-Shoulder down and using the 'C' buttons throughout, press: Right, Left, Left, Right, Left, Left, Right, Left and Left. The special 16-digit code appears at the bottom of the screen and the four super teams (Williams, the 99ers, Canada and USA) are available from the Team Select screen.

Advertising

On any of the menu/option screens, press the 'Z' button to scroll through the ads that are displayed in the game. Completely useless and totally boring.

Invisible Players

During the face-off, pause the game and select Replay. Use Left-Shoulder to select one of your team members or press Right-Shoulder to select one of your opponent's team members. When the player you have selected is flashing, press 'Z' to make them invisible.

Instant Gretzky/NY Rangers Match

Highlight Play Game on the Main menu then press and hold any of the 'C' buttons. Press 'Start' and you're taken straight to the face-off playing as Wayne Gretzky with the New York Rangers.

Special Codes

From the main menu, select Setup then select Options. Now press and hold Top 'C' and press Right-Shoulder to display

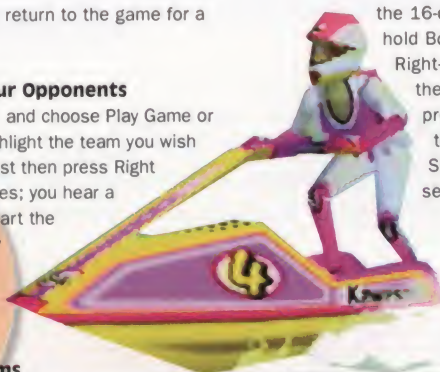
the 16-digit code. Press and hold Bottom 'C' then press Right-Shoulder to change the first two digits, press and hold Left 'C' then press Right-Shoulder to change the second two digits and press and hold Top 'C' then press

Right-Shoulder to change the fifth and sixth digits. Altering the first two digits changes the player's head size, the second two digits change the player's body size and the last two digits change his height.

Wonder Project J2

Wise Words

Again, don't buy this unless you can read Japanese.



Wayne Gretzky's 3D Hockey

Lose The Game

During a game, press 'Start' to pause then go to the Options. On the Options, press and hold LEFT then press Left 'C' nine times. The special digits should now read 0000001000000000. Return to the game and continue. When the game ends, the final score will be 1-0 to your opponents regardless of your previous score.

Fighting

During a game, press 'Start' to pause the game then go to the Options menu. Highlight 'Fighting'. Now hold Left-Shoulder and enter Right 'C', Left 'C', Left 'C', Right 'C', Bottom 'C', Top 'C', Top 'C', Bottom 'C', Left 'C', Right 'C', Right 'C', Left 'C', Right 'C' and Left 'C'. A string of zeros followed by a number

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bigger, so send
your merry
missives. You never
know - you might
make Prize Letter...

dear exchange...



IDEAL IDEAS

I have a few suggestions to improve your magazine. Why not include a

classified ads page where readers can swap, buy and sell N64-related goods? Also, how about a records page where readers can send in their best times and scores.

You could give a prize for the most outstanding achievement.

Robert Johnson, Coventry

We'll look into the classified ads, but remember these are used at the readers' risk - if someone takes your game without

paying or swapping, there's nothing we can do. We don't

want a high scores page though. Too many people lie about their achievements, making it somewhat pointless, and it's no fun for anyone not featured in it.

GIZ A JOB...

I know this might be a bit of a funny letter but I'm interested in a career in the games console magazine industry and I was wondering if you could send me some information or advise to get started along the way.

Andrew Morris, Macclesfield, Cheshire

For starters, learn to spell 'console'. And 'advise'. Seriously, try writing reviews of your favourite games, and compare them with the ones you see in our illustrious mag. Practice makes perfect.

KILLER INSTRUCTIONS SOLD?

Last week I bought *Killer Instinct Gold*, which I think is a damned good beat-'em-up. The instructions are a little on the filmsy side, though. How about an article on the theory behind the game, such as how to pull off combos? Also, how do you arrive at a final percentage? Is it from a gameplay perspective, or how '64 bit' and next gen the game is?

David Waller, Hessle, East Yorkshire

We printed a complete playing guide to *KI Gold* in Issue Three - check out our back issues on page 72. Regarding our final percentage, it's based on how good the game is; it's as simple as that.

SOUNDBYTES

Tiny little bits from your hearts of purple prose.

What's the difference between the Titanic and the Saturn? The Titanic was good when it was alive.

Robert Brocklehurst, Cheshire Alive?

Why has the N64 got no decent coin-op conversions?

Luke Ritson, Uppingham

You're right, we do suffer in this department. *NBA HangTime* and *Cruis'n USA* are arcade perfect, but poor games.

Why are games so cheap if they're bought from magazine adverts?

Daryl Fitzgerald

'Cos mail order companies don't have the cost of running a shop.

Come on you Gooners!

Matthew Coombs, Sutton, Surrey

One Aston Villa, there's only one Aston Villa...

When will your History of Nintendo feature end?

R Supward, Tonbridge, Kent

This very issue.

I am a grape god.

Grape Lord, The Vine

I'll crush you under foot and make wine from your corpse.

Prize letter

Christmas has come early for Joe Hall, courtesy of 64 extreme and Datel. Joe's analysis of the post-price drop N64 scene wins him this issue's star letter prize, a Datel Memory Card, a Game Killer Cart and a T-shirt. Take it away, kid...

Am I the only person in Britain who thinks the N64 price drop was a good thing? Many people feel cheated out of £100 and annoyed because there was no forewarning. If they bought the machine to play amazing 3D games they should be prepared for sacrifices. The N64 was always going to come down in price because the PlayStation was so cheap in comparison (£250 for the N64, £120 for the PSX). The people at THE Games know what they're doing and felt the market was ripe for a price drop. If it didn't come down it would lose out to the PlayStation and developers would turn to Sony's machine instead of making 64-bit, next gen games. I hope all N64 owners (myself included) agree that now the price is down, more money will be spent on game development as popularity increases.

Joe Hall, Watford, Herts

Since you wrote, the price has come down again, to a mere £99. We can understand people's frustrations if they paid a higher price, but that's life. The Sega Saturn and Sony PlayStation were launched at a higher price which was later reduced, as was the Amiga, Atari ST, ZX Spectrum, Mega Drive, SNES... hell, even the ZX81 had a price cut within a year of release. If you want to be the first with a new console, you expect to pay for the privilege. It's annoying for newcomers to the games market who couldn't predict the drop which old hands could see a mile off, but Nintendo gamers aren't the only ones to suffer - Sega and Sony offered no compensation at all to those caught by the Saturn and PSX drops. As Joe rightly says, the lower price means more will buy N64's. With more people buying games for their machines (increased installed user base, in industry jargon) more games are developed. Let's bear this in mind and close the book on the price reduction.



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QUESTION MARKS...

I've a few questions for you.

1. In *Mario Kart 64*, on the Yoshi's Valley track, the top four drivers' pictures displaying their positions change to question marks, but return as the racers cross the line. Why?

To keep you on your toes.

2. Also, in *Donkey Kong's Jungle Parkway* the time trial is very fast but the speed slows down during a Grand Prix in one- or two-player mode. The change of pace is very noticeable.

There are a few random bugs on some PAL copies of *Mario Kart 64*. Call THE Games on 01703 623200 and tell them about it.

3. I think we should petition to get all games for the N64 PAL optimised when released in Britain. We pay good money for games and should expect the best. If Nintendo tackled this problem, maybe other software houses would follow suit.

Hear, hear. Rare's games are all PAL optimised and Nintendo look

like following suit, so soon other companies won't DARE offer anything less.

4. Instead of getting demo carts with the magazine every month, how about being able to go into a shop and copy a demo onto a 64DD disk when the new system is launched? Shops could charge a small fee for this.

Only really viable in large stores; we don't think it would catch on.

5. Finally, to all those who are complaining that *SM64's* too easy and then stating how many hours and seconds it took to complete, GET A LIFE and stop wasting precious ink and paper.

Again, hear hear.

Sorry, lost your name and address.

I'M IMPRESSED

Your mag is about the only N64 thing I'm Impressed with.

1. I'm sick of the lack of UK games.

So are we, but the situation's changing. Look at the amount of

reviews in this very ish.

2. When I complained about the price drop, I got a joypad. How come David Walker (Issue Seven) got *Mario Kart 64*?

We've no idea; that one's down to THE Games, not us. Remember, though, most new pieces of electronics drop in price after release (remember how much the first VCRs cost?), and only VERY rarely do companies give any compensation at all.

3. When will *Clay Fighter 63 1/3* and *Yoshi's Story* be released in the UK?

Interplay are having problems with the PAL version of *Clay Fighter*, but it should be out before Christmas (be warned though - the yank version is terrible). *Yoshi's Story*? Some time in the new year.

Simon Gregory, Bexley Heath, Kent

COMING OUT...

Hope you can answer these

questions...

1. When's *Abe's Oddysee* and *Resident Evil* coming out on the N64?

No plans for either, I'm afraid.

2. When does *Bomberman 64* come to the UK?

Early next year.

Tom Clarke, Beaconsfield

I'VE BOUGHT A CONVERTER

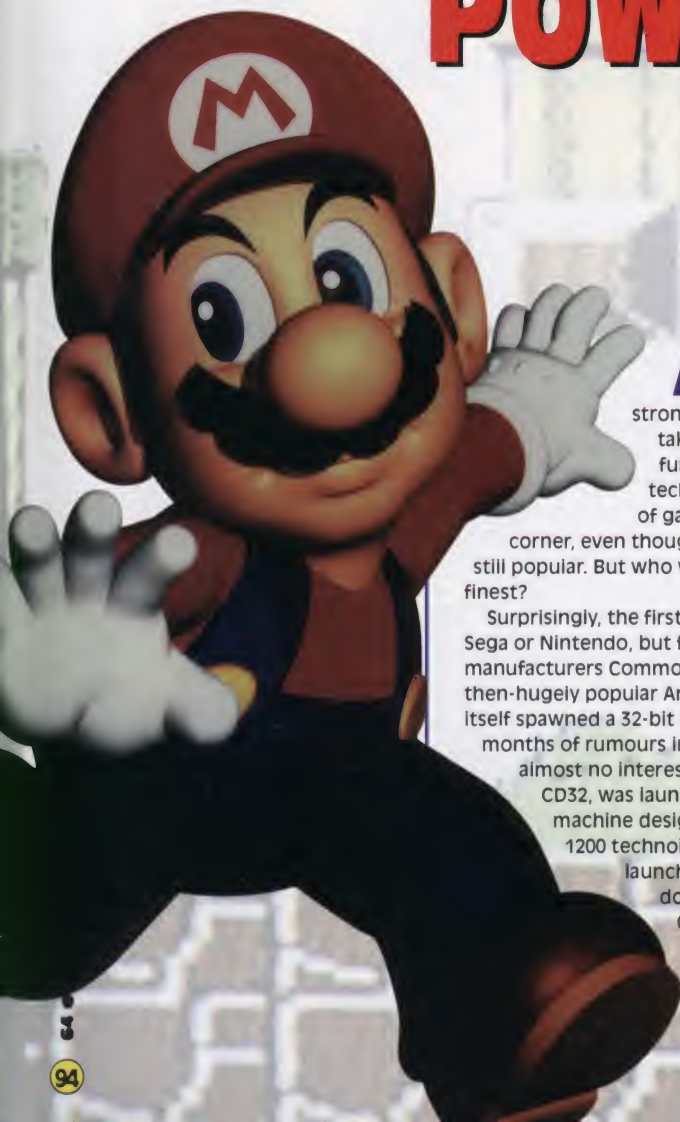
I've just got back from Florida. I've bought a converter and *Mario Kart 64*, but it won't work. What should I do?

Johnny Gray, Great Yarmouth, Norfolk

Did you buy your converter in the States? If so, it's probably designed to allow European games to be played on American machines, not the other way round. If you can't contact the converter's manufacturer, find an independent retailer and ask for advice. You might be able to do a part exchange deal.

THE HISTORY OF *Nintendo*[®] THE FINAL CHAPTER

"THE FASTEST, MOST POWERFUL CONSOLE ON EARTH"



As the nineties dawned, the 16-bit marvels of both Sega and Nintendo were as strong as ever, with some great games taking the machines further and further. Even so, advances in technology meant the next generation of games machines was just around the corner, even though the Mega Drive and SNES were still popular. But who would be first, and what would be finest?

Surprisingly, the first true 32-bit console came not from Sega or Nintendo, but from home computer manufacturers Commodore. Their flagship product was the then-hugely popular Amiga, a 16-bit machine which had itself spawned a 32-bit successor, the Amiga 1200. After months of rumours in the specialist Amiga press (but almost no interest outside it), the new console, the CD32, was launched in July 1993. A CD ROM-based machine designed around Commodore's Amiga 1200 technology, the CD32 caused a real stir at its launch at the Science Museum. Even its dodgy joypads and 'Master of Ceremonies' Chris Evans falling asleep during his presentation failed to dampen enthusiasm for this remarkable piece of kit. Commodore infuriated Sega by

hiring a billboard site next to their London offices and displaying a poster with the caption 'To be this good will take Sega ages', lampooning Sega's advertising slogan.

Unfortunately, Commodore was in serious financial trouble at the time and has since gone bust. Software developers were reluctant to commit themselves to developing for the new machine, fearing poor returns if Commodore failed to promote it sufficiently. Inevitably, gamers took a similar view, waiting for substantial software releases before upgrading their systems. The vast majority

Surprisingly, the first true 32-bit console came not from Sega or Nintendo, but from home computer manufacturers Commodore

of releases for the CD32 were simply ported Amiga games which did little to take advantage of the new technology. The only exception was Pygnosis' Microcosm, an embarrassingly-poor release with excellent between-level movie sequences but virtually no gameplay. Despite being an excellent machine, the CD32 never really took off and disappeared before showing half of what it could achieve.

The 3DO fared no better. Developed jointly by Electronic Arts founder Trip Hawkins and electronics giant Hitachi, this

history of nintendo



32-bit CD console was released in mid-1993. Despite signing up 350 software developers, the machine (cruelly dubbed the 3DOA by some sections of the media) gained only a niche market.

Atari's return to the market they effectively created in the late 70's was more ambitious still.

The Atari Jaguar was a cartridge-based machine. It's impressive

power came from two 32-bit processors working together, offering 64-bit

power. However, Atari were in an even worse financial position than Commodore were at the time of the CD32 release.

There were some excellent games for the Jaguar (most notably the brilliant *Tempest 2000*), but marketing was almost non-existent. The release of a CD drive brought only ridicule - it looked just like a lavatory, complete with lifting lid. Unlike Commodore, Atari survived as a company but since the demise of the Jaguar they've produced only software. The industry's first true hardware giant was slain.

After Sega brought out their less-than-successful Mega CD, Nintendo of Japan had announced a similar CD-ROM drive for the SNES, to be developed in cooperation with CD-inventors the Sony Corporation.

This was to be called... the PlayStation! However, during development Nintendo pulled out, announcing a forthcoming partnership with Sony's competitor Phillips instead. Alas, this deal also came to nothing. The SNES CD-drive was never released and Sony was left with a partly-finished console and nothing much to do with it. Looking to the future, they took the machine back into development.

On 23rd August 1993, Nintendo announced they were bypassing 32-bit CD-ROM technology on which Sega and now Sony were working, arguing CDs were too slow for graphically-intensive games. Instead they revealed they were working on an advanced 64-bit cartridge-based

machine along with Silicon Graphics, the animators responsible for creating the dinosaurs on movie blockbuster *Jurassic Park* and the morphing techniques in *Terminator 2*.

The new console would, said Nintendo, be ready in late 1995. The development of this as-yet unnamed games machine was labelled 'Project Reality'.

The Project Reality machine was to use an advanced MIPS RISC microprocessor running at more than 100 Mhz and be compatible with HDTV. It would offer what Nintendo called Reality Immersion Technology, enabling the player to step inside realistic three-dimensional worlds

running in real time. Is this just a hyperbolic way of saying '3D games are well catered for'? Of course it is, but with such amazing technology on the verge of being realised, we can allow a little hype.

SHARING THE DREAM

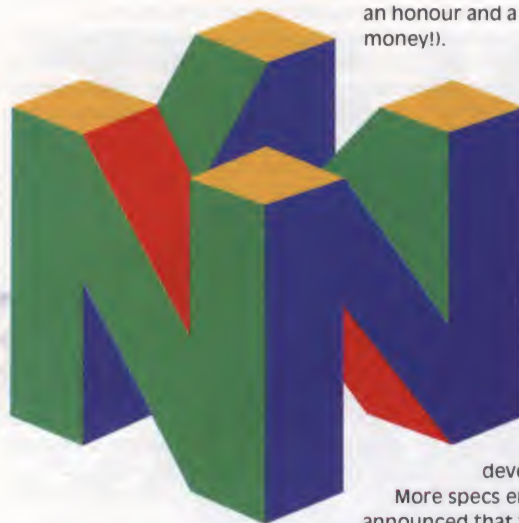
Nintendo keep strict control over who can develop games for the N64. Although this leads to fewer games, a higher quality is maintained - unlike other machines, the N64 isn't cursed by floods of sub-standard software. So how do software houses become Dream Team developers?

To produce a game for the N64, you need a development kit. Nintendo are very fussy who they give them to. To qualify, the would-be developer must send a round-up of their previous games and achievements. Only the best qualify - Nintendo won't let everyone produce games, selling the machines on the occasional diamonds on the inevitable dung-heap. The result? The N64 enjoys a consistently high quality of software, with very few turkeys. What other machine can boast such a catalogue?

The new console would, said Nintendo, be ready in late 1995. The development of this as-yet unnamed games machine was labelled 'Project Reality'

The first software developers signed up were Rare and Williams, their involvement being announced on 30th March 1994. These were joined in May by Dundee-based developers DMA Design, and in June by Alias research, who were to create custom 3D development tools for use by programmers. Nintendo were (and indeed, still are) very fussy about who they allow to develop for their 64-bit wonder, preferring quality to quantity. Software houses who are allowed to produce N64 games are collectively

history of nintendo

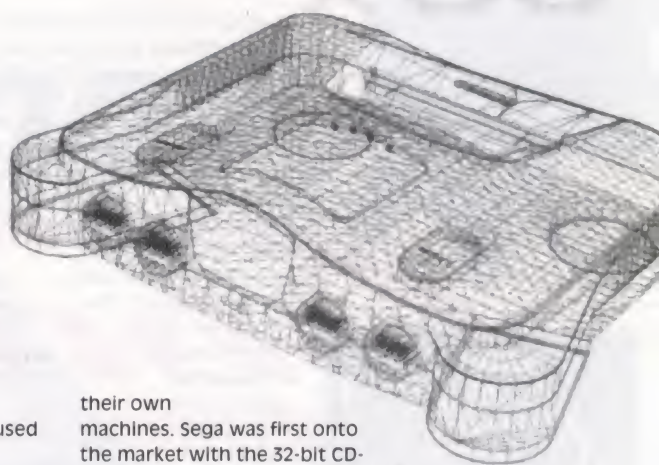


known as Nintendo's 'Dream Team'; membership is an honour and a privilege (and a license to print money!).

Later in June, at the Summer Consumer Electronics Show, Nintendo finally named the machine being developed by Project Reality. The new super-console was to be called the Ultra 64, a name which was later dropped in favour of the now-familiar N64. They also showed two games under development for the new machine, Killer Instinct Gold and Cruis'n USA. They weren't running on N64s though - they used 32-bit Williams arcade boards. Acclaim were signed as N64 developers too.

More specs emerged on July 18th when it was announced that the new console would use high-speed memory technology developed by Rambus Inc, facilitating fluid 3D images. The new machine was beginning to take shape. On October 5th Williams announced they were developing a new version of Doom specifically for the N64.

This game (later released as Doom 64) was to boast a completely rewritten game engine, better graphics and new, exclusive levels. In November, Paradigm Simulation Inc. revealed they too were working on a 3D game, alongside



their own machines. Sega was first onto the market with the 32-bit CD-based Saturn, released in June 1995.

Initial sales were reasonable if unremarkable. Sony used technology developed during her ill-fated partnership with Nintendo for her own CD machine, the PlayStation. This was originally the ill-fated add-on CD drive for the SNES, but now became a stand-alone console in its own right - Nintendo had effectively given birth to their strongest competitor. By Christmas, sales of the PlayStation (or PSX to its friends) matched those of the Saturn, and later pulled ahead. The two CD giants were duking it out for the wide-open post-16-bit market and Nintendo's machine was still a way off. Having learned from their mistakes when launching the SNES, though, Nintendo put out a steady stream of press releases which kept the project in the public eye and encouraged gamers to adopt a 'wait and



Lack of games has been a thorn in the flesh of the Nintendo 64 since its release, with only just over a dozen releases currently available.

games genius Shigeru Miyamoto. This was Pilot Wings 64, a title which would be available at the same time as the console.

While Nintendo were beavering away on Project Reality, her competitors were developing

see' attitude to buying a new console. The specs offered by Nintendo would certainly make the machine worth waiting for. Indeed, so unbelievably impressive were they for a machine intended to cost just \$250, many dubbed it 'Project Unreality'.

At the Winter Consumer Electronics Show in January 1995, it was announced that the design and testing of the

N64 was complete and the machine was now ready for mass production. Spectrum Holobyte offered a Top Gun game to be released on the same day as the N64 itself, but this project was later abandoned.

Gametek's Robotech game, announced in February 1995, fared better. Although not yet released, it's almost ready. Virgin Interactive joined the Dream Team in March, boasting their games would boast real-time 3D environments. To date they've yet to release a game for our machine.

On May 5, 1995, the final chipset for the N64 was completed by SGI. Nintendo announced an April 1996 release in both America and Europe. They also stated a number of games would be ready alongside it. Project Reality was nearing fruition.

The second half of 1995 was much the same as the first, with

WHY USE CARTRIDGES?

With other console manufacturers favouring CD ROMs, why did Nintendo choose to make the N64 cartridge based? There are several reasons behind Nintendo's brave decision.

CDs are a lot slower than carts as data must be retrieved from the disk before being used. ROMs are 2 million times faster than CDs when accessing information and enjoy a 1600-times faster transfer speed. The involved, interactive 3D worlds envisioned by Nintendo would be seriously compromised by using CDs. The hardware involved is also more expensive. By opting for carts instead of CDs, Nintendo could shave around £100 off the price of a system.

Although CDs can hold far more information than a cartridge, most CD games use this storage space for movie sequences or CD-quality sound. Although the movies are very nice, they add little to the gameplay and at worst get in the way and detract from the playability. Besides, the N64 is more than capable of offering CD-quality sound. With developers complaining they can't fit their games onto the original 64Mb ROMs, Nintendo produced 96Mb chips for the bigger games. Improved compression techniques allow for games far larger than the chips too.

Perhaps the only real drawback in using carts is the price - they're far more expensive to produce and therefore more expensive to buy. However, with Nintendo's commitment to quality, the games should be well worth the asking price.



history of nintendo

Nintendo recruiting several new Dream Team members, including Mindscape, LucasArts Entertainment, Electronic Arts and Time Warner Interactive.

The N64 was launched in Japan on 23rd June, 1996. Thousands descended on stores around the country, all desperate to get their hands on the new Nintendo console. Half a million were sold on the first day. On September the 29th the machine launched in the US, the entire shipment of 350,000 units selling out in three days. Alas, there was no UK release on the horizon, though it was hoped that the PAL version would be ready before Christmas. However, even this date soon slipped to March 1st, 1997.

The delays did little to dampen the enthusiasm of the gaming public. A mere 20,000 units were available on the first day, and they were sold out within hours. Production was boosted, and soon there were enough machines for everyone. Official UK releases were thin on the ground, though. The console was

launched with only three available, namely Mario 64, Pilot Wings 64 and Shadows of the Empire. Turok - Dinosaur Hunter followed a few days later. Games already available in Japan such as Mario Kart 64 and Starfox 64 were promised.

Alas, controversy was just around the corner. On March 24th, just a few weeks after the UK launch of the N64, Sony

reduced the price of the PlayStation from £200 to just £130. At the end of the month the Sega Saturn followed suit, being reduced from £199 to £120.

Nintendo had little choice but to do likewise. On May 1st, 1997, the price of the N64 crashed from £250 to just £150, creating a huge upsurge in demand for the new machines but infuriating those who had already paid the higher price. Nintendo's UK distributors THE Games set up a customer hotline for those who had bought N64s at £250, those ringing being offered a free joystick as compensation. However, this was extremely poorly publicised and closed after just two weeks - many retailers never knew it existed. This prompted an investigation by the BBC's consumer programme Watchdog, which sharply criticised the lack of publicity surrounding the hotline and that Nintendo's most loyal customers had been hurt.

Nintendo had an alarmingly low profile at September's European Computer Trade Show (ECTS), the industry's annual flagship event. Despite their excellent stand, with a video wall, rooftop cafe and machines playing their older titles, they showed no new or forthcoming material at all. Even Diddy Kong Racing, a title that was by then

95% finished, was not shown. The challenger bus, a huge truck with Nintendo liveries and the registration plate 'L5 NES' (showing its age!) looked as impressive as ever, with people competing to get the highest scores on games such as Mario Kart 64, but is this appropriate for a trade show? The ECTS should be for showing off new product to the trade and press, sending retailers away with reams of purchasing information to ensure your games get onto the shelves and giving magazine journalists press packs crammed with screenshots, release information and other

such information to use in their publications. This Nintendo totally failed to do, missing a golden opportunity to publicise their Christmas releases. Third party developers fared little better, though UBI Soft showed their somewhat-improved F1 Pole Position.

On October 24th the price of an N64 was again slashed, this time to a mere £99.99. The move wrong-footed Sony completely. Unable to reduce the price of the PlayStation, they instead packaged a second controller and a memory card with

the machine. The move seems not to have worked. After the first week of sales at its new sub-£100 price, the N64 had gained 11% on the PlayStation, grabbing an impressive 38% of console sales. Prices of game carts was also reduced, making developing for the N64 more attractive, and hopefully increasing the number of titles released for the machine.

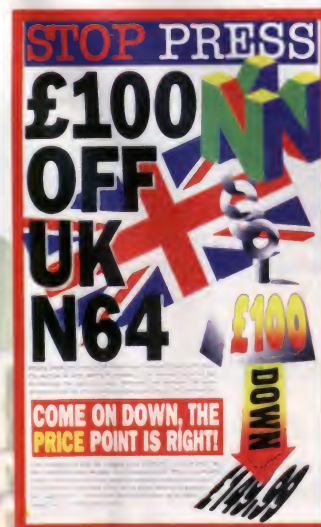
Lack of games has been a thorn in the flesh of the Nintendo 64 since its release, with less than 40 titles available at the time of writing. Nintendo's policy of

regulating releases to sustain quality is working well and producing some excellent games, but are they going too far and creating an unnecessary software drought,

dramatically limiting choice? Coupled with the high cost of cartridges, this is also making companies reluctant to take risks. Aside from the masterful Blast Corps, where is the originality? Perhaps as developers get used to the new machine more and merrier games will follow.

So what of the future? The trickle of games so far released has yet to become a flood, but they're increasing in number all the time. With the majority of releases ranging in quality from 'good' to 'spectacular', Nintendo's restricted release policy will (in time) reward the patient. There's more hardware in the pipeline - the 64DD, which has already been extensively covered by this magazine, will offer a whole new dimension to Nintendo gaming. This isn't the time or the place to speculate regarding its specs, price or release date, but be sure we'll be first with the news when it breaks. Nintendo are working on networked N64 games, with a modem being mentioned, and third party manufacturers are falling over themselves to support the N64. The future for Nintendo gamers is rosy indeed.

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UK

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Happy New Year? We take a look at what each N64
software developer has lined up for Nintendo
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GRAND GUIDES TO...

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Duke Nukem 64
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